$3.00

FEBRUARY 1983 NUMBER 60

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Star Frontiers Featured Review

ROBOT SAFARI:
ADVENTURE FOR *FUTUREWORLD*
UNAUTHORIZED *BERSERKER* REPAIRMAN
MAN, MYTH & MAGIC REVIEW
PBM: STATUS REPORT
AND 7 PAGES OF REVIEWS

THE ROLEMASTER™ SERIES is I.C.E.'s complete fantasy role-playing system. This system is modular; each component can be utilized separately.

CHARACTER LAW A masterful set of guidelines for fantasy role-playing character development. Includes 18 character classes with both potential and temporary stats. Unique trait development system allows all characters to increase their ability in any area of skill. Trait advancement costs vary according to character class—but there are no absolute restrictions ..... $10.00 (U.S.)

SPELL LAW The magic system designed to improve any fantasy role-playing game. Includes over 2000 spell descriptions, detailed alchemy rules, magic items, spell attack tables and much more. Beautifully boxed for only ..... $17.00 (U.S.)

ARMS LAW The fast realistic combat system emphasizing skill over luck. The innovative rules include critical hits, parries and extraordinary maneuvers. 30 parchment tables combine all of the vital characteristics of a variety of arms so that a single die roll resolves both hits and damage. *ARMS LAW*, the cutting edge of combat.. $10.00 (U.S.)

CLAW LAW The animals strike back! The unarmed combat supplement for *ARMS LAW*. Attack tables integrate the size, instinct and fighting pattern of a wide variety of animals, monsters and martial arts experts. Critical strike tables cover small animal attacks, unbalancing results, entangling strikes and the primary aspects of unarmed combat..... $6.00 (U.S.)

ARMS LAW/CLAW LAW BOXED SET A beautifully boxed set edition of *ARMS LAW* and its supplement *CLAW LAW*..... $16.00 (U.S.)

ROLEMASTER™ This boxed edition includes all of the components of the critically acclaimed series: *SPELL LAW, ARMS LAW, CLAW LAW, CHARACTER LAW* and dice..... $38.00 (U.S.)

ALSO AVAILABLE... **THE IRON WIND** A beautiful campaign module for use with any fantasy game system. Includes 5 dungeons, 3 city plans, weather and herb charts, descriptions of the various cultures in the region and a beautiful 4-color map..... $8.00 (U.S.)

IRON CROWN ENTERPRISES / DEPT. S / P.O. BOX 1605 / CHARLOTTESVILLE, VA 22902

NAME _____

STREET _____

IF P.O., R.R., OR R.F.D., PLEASE INCLUDE PHONE NUMBER.

CITY _____ **STATE** _____ **ZIP** _____

RUSH ME:

☐ **SPELL LAW $17.00** ☐ **ARMS LAW $10.00** ☐ **CLAW LAW $6.00** ☐ **BOXED SET $16.00**

☐ **CHARACTER LAW $10.00** ☐ **ROLEMASTER $38.00** ☐ **IRON WIND $8.00**

All Canadians add $2.00 postage...send self-addressed, stamped envelope for more information

Publisher:
Steve Jackson
Editor:
Aaron Allston
Art Director:
Denis Loubet
Contributing Editors:
W.G. Armintrout
William A. Barton
David Bolduc
Ronald Pehr
Lewis Pulsipher
John Rankin
Nick Schuessler
Business Manager:
Elton Fewell
Circulation Manager:
Chris Smith
Utility Infielders:
Pat Mueller
Elisabeth B. Zakes
Utility Outfielder:
Chris Zakes

ART IN THIS ISSUE:

Cover: "Fog," by George Webber.

Steve Crompton: 32, 37. Liz Danforth: 6. K.C. Ellis: 12. Janet Jackson: 7. Paul Jaquays: 42. Murray Lindsay: 13, 52. Denis Loubet: mailer cartoon, 16, 23, 26, 27, 28, 30. George Webber: 9, 22, 24, 33. Robert H. Yeager: 44.

The illustration on page 2 is used courtesy of Flying Buffalo, Inc., and those on pages 18-19 are courtesy of Yaquinto Publications. The photo of Duke Seifried on page 34 is courtesy of Heritage USA; the photo of Howard Barasch on the same page is by Nick Schuessler.

Most game names are trademarks of the companies publishing those games. In particular: *Star Frontiers* is a trademark of TSR Hobbies, Inc; *Berserker,* of Flying Buffalo, Inc.; *Worlds of Wonder* and *FutureWorld,* of Chaosium, Inc.; *Man, Myth & Magic,* of Yaquinto Publications; and *Car Wars,* of Texas Instruments Incorporated.

Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of the trademark holder.

All names of games published by Steve Jackson Games are trademarks of Steve Jackson Games, or used under license by Steve Jackson Games.

Use of the name for any product without mention of trademark status should not be construed as a challenge to such status.

THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to SJ Games, P.O. Box 18957, Austin, TX 78760-8957.

All material is copyright © 1983 by Steve Jackson Games. All rights reserved.

Printed in USA by Futura Press, Austin.

Subscription rates, as of 4-7-81:

In the United States — one year (12 issues) $21; two years (24 issues) $39. A lifetime subscription is $250. Outside the U.S., please add $5 per year for surface mail. International rates subject to change as postal rates change. NOTE: All payments MUST be in U.S. dollars, made by International Money Order, or checks drawn on a U.S. or Canadian bank.

THE SPACE GAMER

NUMBER 60 — FEBRUARY, 1983

We have a heavily review-oriented issue this month: In addition to our normal slew of capsules, we have Steve Jackson's review, analysis, and repair kit for FBI's **Berserker,** plus full feature review treatments of TSR's **Star Frontiers** and Yaquinto's **Man, Myth & Magic.** Never let it be said we're not opinionated.

Other features this time include **Robot Safari,** a scenario for Chaosium's **FutureWorld** (from the **Worlds of Wonder** system). **Robot Safari,** incidentally, is the winner of our contest for TSG 54: "Write a scenario about our Huntress cover," remember? Also included are a piece on character backgrounds for FRP characters, notes on PBMing, the results of the "Car Wars Magic Items" contest, a new column, and all our usual stuff.

By the way, those of you who played **Battlesuit** last issue probably noticed that the counters provided were misregistered. We've given you some new ones this time around.

—Aaron Allston

ARTICLES

Unauthorized Berserker Repairman * Steve Jackson
Review and toolkit for FBI's tactical space game 2
Character Backgrounds for FRP * Ronald Pehr
Easy histories and abilities for FRP characters 6
PBM: Status Report * W.G. Armintrout
The other side of PBM: Telephones, reviews, conspiracies 16

ADVENTURE GAME SUPPLEMENT

Robot Safari * Donald F. Harrington
Big-game adventure for FutureWorld 23

REVIEWS

Star Frontiers * William A. Barton 12
Man, Myth & Magic * Russell Grant Collins 18
Capsule Reviews 44

GAMES: Grav-Ball, Helltank Destroyer, Homeworld, Star Smuggler. SUPPLEMENTS: Caves and Caverns, Fate of the Sky Raiders, Library Data (N-Z), Lost Conquistador Mine, Shadows of Yog-Sothoth. PLAY AIDS: Battle Damage: Code Red. MINIATURES: The Adventurers, Personalities. PLAY-BY-MAIL: Talwaithe.

COLUMNS

Counter Intelligence * Aaron Allston 32
Metal * John Rankin 36
Where We're Going * Steve Jackson 36
Murphy's Rules * Ben Sargent 41

DEPARTMENTS

Contest 22
Game Master 37
Scanner 38
Index to Advertisers 39
PBM Update 39
Letters 42

PLEASE EXCUSE THE LONG HEADLINE! WE DIDN'T HAVE TIME TO THINK UP A SHORT ONE!

All of our creative energies go into developing new games. Creativity!

That's what today's gamers demand. And that's what they get with Avalon Hill games!

The most diversified and innovative line of Adventure Games!

Avalon Hill Games!

Brand new ones like these:

Board & Role-Playing

WIZARDS
NAPOLEON AT BAY
NAVAL WAR
DILEMMAS
MYSTIC WOOD
PENNANT RACE
VENTURE
BATTLES FOR ITALY
BULL RUN
HUNDRED DAYS BATTLE

Cartridges for Atari VCS

LONDON BLITZ
THE PENETRATOR

For Personal Computers

CLOSE ASSAULT
SPACE STATION ZULU
VORRAK
ALIEN
FACTS IN FIVE
FREDERICKSBURG
GYPSY
PARIS IN DANGER
3-D RACQUETBALL
S.C.I.M.M.A.R.
HAUNTED PALACE
FLYING ACE

1958-1983

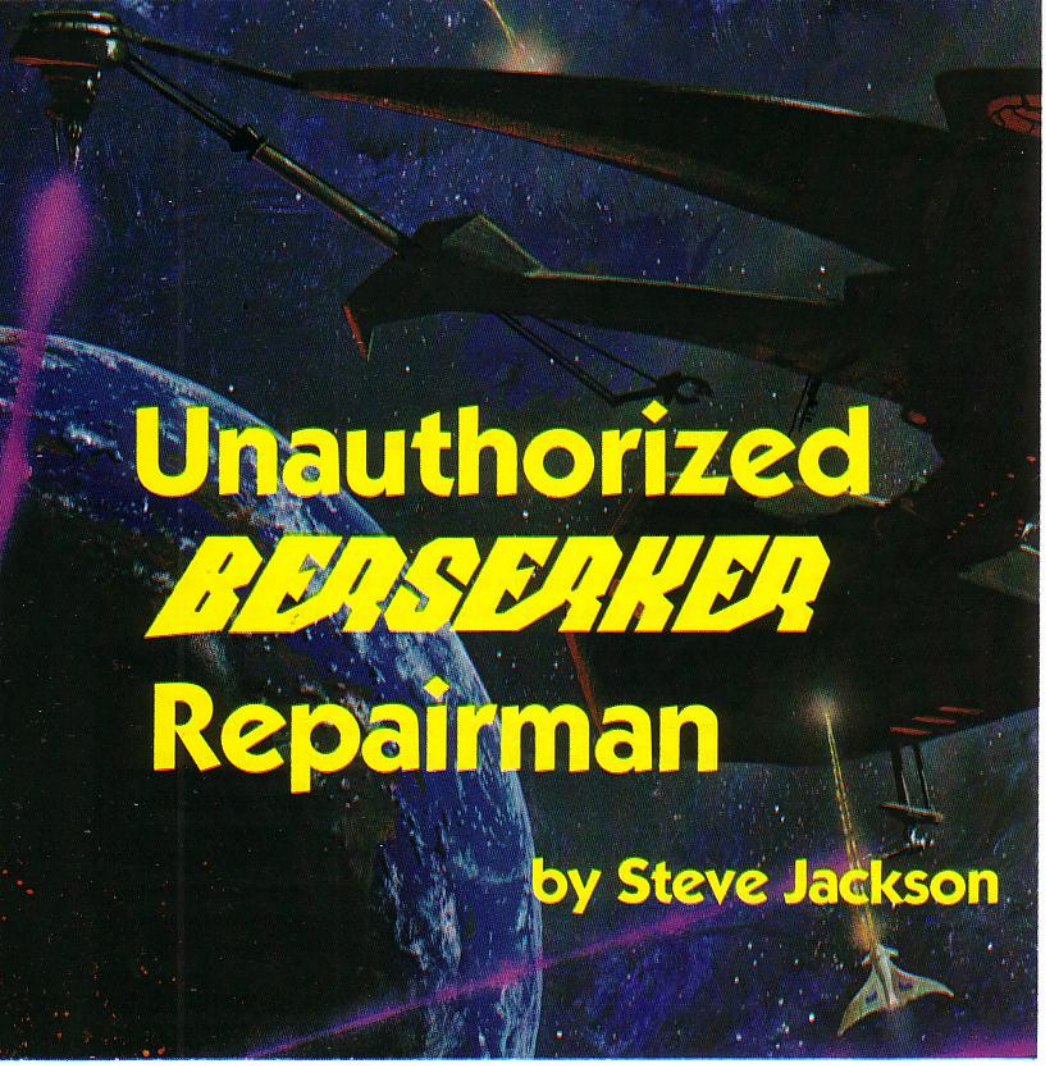
AH QUALITY

Celebrating 25 years of Design Innovation

Color Catalogs of above new games available NOW!

The Avalon Hill Game Company

4517 Harford Road • Baltimore, MD 21214



Unauthorized *BERSERKER* Repairman

by Steve Jackson

Ever since Flying Buffalo announced that it would do a game based on Fred Saberhagen's "Berserker" series, I'd been looking forward to it eagerly. I've been a Saberhagen fan for a long time.

Well, ***Berserker*** was released at Origins '82. As soon as our caravan made it back from Baltimore, I played the game with a friend . . . and, muttering in my beard, sat down and wrote the following capsule review:

BERSERKER (Flying Buffalo, Inc.); $12.95. Designed by Fred Saberhagen and Rick Loomis. Boxed, with 8-page 8½" x 11" rulebook, 11" x 17" map, Berserker tracking sheet, 240 die-cut counters, 9 triangular Berserker counters, and one 6-sided die. For 2 or 3 players; playing time 1-2 hours. Published 1982.

A gigantic battleship of space – thousands of years old, crewed by robots programmed to eradicate all life – has found the planet Earth. Opposing it are the cruisers, ramships and C-plus guns of the Terran force. Will the human race survive? That's the sort of question that Fred Saberhagen poses in his *Berserker* stories; it could have made a great game.

As with all recent FBI releases, the packaging is first-class. The box painting vividly evokes a besieged Earth. The 240 regular counters are multi-colored, with clean graphics, and the giant Berserker counters, each different, are full-color equilateral triangles over 1" on a side. The map is uninspiring – a blue hexgrid decorated with meaningless star patterns – but adequate.

The disappointment starts when you read the rules. The "tactical" game uses only an 8" by 16" strip of the map and 20 to 40 counters – and plays just like "*Ogre* in Space." The Ogre (excuse me, I mean Berserker) moves in at the top of the map and comes down through all the puny human units, trying to smash the command post (I mean Earth) while the humans shoot it up a little at a time. Though the details differ, the *only* thing in the whole tactical game that "feels" different from ***Ogre*** is the Berserker's self-repair ability.

The real kicker comes when you try to play. The basic rules are easily learned; the first game is fun. By the third or fourth time you play, the Terran player should be whipping the Berserker with contemptuous ease. As the rules are written, the tactical game might be balanced if the Berserker force were *doubled*! The fault lies in the setup rules; certain Terran units are undervalued, while others are expensive and comparatively worthless. A novice Terran player will pick a mix of forces and have a balanced game. An experienced Terran will load up on the best unit and kick the Berserker around like a tin can.

As for the "campaign game" . . . I'll review it when they design it. These aren't rules; they're *suggestions.* To quote (emphasis added): "A simple system which *should* work well . . . small worlds like the moon *might* be placed in a given scenario . . . players involved should *work out* a logical and balanced size for these small worlds . . ."

The bottom line? Regretfully (for I'm still a Berserker fan) I have to give this one a thumbs-down. Buy it only if you've got money to burn on beautiful components. You could design one heck of a game around them.

–Steve Jackson

But when I finished writing that review, I didn't feel entirely right about it. In fact – *as it stands* – it's a bad game. But it still has potential. It was a lot of fun the first couple of times I played. And those counters are beautiful. Can ***Berserker*** be saved? I think so.

I've limited myself to rulebook changes. The object of this exercise is to come up with rules that make the game counters usable, without changing their printed values, in a scenario basically similar to the given one.

A+ for the C+ Guns

The biggest problem with the ***Berserker*** rules, as they stand, is the super-powerful C+ gun. You can get it for five build points, and you can buy as many as you want (up to 14 if you spend all your points on them). They can all be stacked in the same hex if you wish. They're slow, but once lined up on a Berserker, they'll hit one-third of the time if aiming at the "point" of the three-hex counter, or two-thirds of the time if aimed at its "base." Next to the C+ guns, the ramships are no better than nuisances, and the cruisers are mere cannon-fodder.

Playtest proves, though, that if we remove (or severely limit) the C+ gun, the humans need to be given a compensating advantage, or they are in big trouble. The C+ gun adds *urgency* to the game; if it is not present or is reduced in power, the Berserker can play a waiting game with the Terran units. If it can do that, it will win, because:

1) An undamaged Berserker is the fastest unit on the board.
2) Even partially damaged, a Berserker has enough firepower to destroy at least one Terran capital ship (cruiser or C+ gun) per fire phase.
3) A damaged Berserker can build itself back to full capacity in only a few turns if left undisturbed, and its speed and firepower can buy it that time.

This means that the only workable Terran strategy is to hit the Berserker so fast and hard that it never has time to rebuild. Without an overwhelming force of C+ guns, the only way to do this is to surround the Berserker and move in, taking huge losses. A careful Berserker will never be surrounded; he's too fast.

These observations aren't the fruit of a quick study of the rules; they come from many play-throughs of the game, changing one or two things at a time. Eventually, we began to get more balanced games. And, finally, we arrived at a set of rule changes that seem to work.

Suggested *Berserker* Rule Changes

1) Don't use the three-hex Berserker counters. I hate to say that, because they are beautiful – but they cause all kinds of problems. In the first place, the game rules do not address the problems of either movement or combat when three-hex counters are used. Can a three-hex counter fire from any of its three hexes? Can it be hit by a shot aimed at any of its three hexes? Does a movement of "4" mean that the counter moves four times its own length, that it moves four hexes, or what? The rules don't say. Use a Berserker cruiser counter for the big Berserker.

This helps the Berserker, by making it much harder for C+ guns to hit it. (It also clears up the silly scale problem created by a ship three times the size of Earth that is harder to hit than the planet is.)

2) Use the following Combat Results Table:

	Range						
Size	*0*	*1*	*2*	*3*	*4*	*5*	*6*
Planet	6	6	6	6	6	6	6
Berserker	6	6	6	5	5	4	4
Yacht or C+ gun	6	6	5	4	3	3	2
Cruiser	5	4	3	3	2	1	0
Ram ship	4	3	2	2	1	0	0

"To hit" numbers for the planet, yacht, and C+ gun are unchanged. The Berserker has been made easier to hit (for balance); the cruiser and ramships have been made harder to hit (for balance and to give the human player a reason to take them). Ramships are hard to hit because they are tiny and fast. Cruisers are not much bigger, but far more expensive because of weaponry and electronics; the electronics and heavier hull *almost* make up for their larger size, but they are still an easier target than the ramships. C+ guns are artillery, pure and simple – all offense and no defense. If the Berserker is close enough to hit them, they have already failed.

3) Let the Berserker conduct repairs only at the beginning of his own turn. This benefits the human player by halving the Berserker's regenerative ability.

This makes the phasing for an entire turn run as follows:

1: Berserker repair, cruiser creation, and robot allocation – *in that order.*
2: Berserker move.
3: Human defensive fire.
4: Berserker fire.
5: Berserker boarding attack. (This ends the Berserker half of the turn.)
6: Human move.
7: Berserker defensive fire.
8: Human fire.
9: Human boarding attack.
10: Earth production phase (if used).

The last listed phase is "Earth production." I *do not* recommend use of this rule as written. Whatever the time-scale is supposed to be, the rules as written would let Earth duplicate its entire setup, and more, in three turns. If Earth has that kind of industrial potential, the game should begin with Terran ships stacked five deep on every hex of the board, and the Berserker attack will fail for lack of a parking place.

4) Do not allow the Berserker to repair itself completely. It is neither realistic nor playable to give the Berserker the ability to completely repair itself, especially in a short time.

I suggest the following rule to make the Berserker take a certain amount of permanent damage every time it is hit:

The Berserker record sheet uses *two* damage markers, one representing *permanent* damage and the other representing the Berserker's *current status* (temporary or repairable damage). Both markers start at "zero damage".

The "current status" marker is basically the same as the single "damage" marker provided for in the original rules; it moves down by the full amount of any hit the Berserker takes, and moves up again when repairs take place.

The "permanent damage" marker represents *irreparable damage* to the ship's structure. The "current status" marker can never move higher than the permanent damage marker, and the permanent damage marker can never move up. For example, if the permanent damage marker is at 30, the Berserker can never rebuild past 30 structural points.

The permanent damage marker moves down as follows:

– 2 each time a C+ gun hits the Berserker.
– 1 each time a ramship hits.
– 1 each time a gun (from a cruiser or from Earth) hits.
– 1 on each Human Boarding Attack phase in which the humans do any damage.

Thus, each time the Berserker takes damage, some will be permanent! The Berserker is therefore under time pressure – the Earth forces will eventually wear it down if they are not destroyed first.

5) The Berserker can build as many cruisers as it wants. Construction of a cruiser moves the permanent and temporary damage markers down by 5 points (not 10), even though the newly built cruiser can take 10 points of damage.

Any number of robots can be placed aboard a cruiser; there *must* be at least one, to man the gun. Robots on board a cruiser can conduct repairs and/or repel boarders, as on a normal Berserker; you may need to make up a robot control sheet for the new cruiser. Damage can be repaired (except for permanent damage) just as on a normal Berserker.

6) A Berserker or Berserker cruiser cannot "ram the Earth" to drop off saboteur robots. This part of the original rules is just plain silly, and does not add to play value. What are a few robots supposed to do to a whole planet?

7) Use the following Boarding Resolution Table and boarding rules:

Roll	*U*	*4:1*	*3:1*	*2:1*	*1:1*	*1:2*	*1:3*	*1:4*
1	–	5	4	3	3	2	2	1
2	–	4	3	3	2	2	1	1
3	–	4	3	2	2	1	1	1
4	–	3	2	2	1	1	0	0
5	-1	3	2	1	1	1	0	0
6	-1	2	1	1	1	0	0	0

The odds are "attacker:defender," with the phasing player being the attacker. The human player must attack if he has any human boarders. The Berserker player must attack if and only if he has any robots on "repel boarders" duty.

The attacking player rolls one die and cross-indexes the die roll with the appropriate odds. The result is the number of enemy units (humans or robots) destroyed. If the human player attacks and gets a number higher than the number of robots he is attacking, he does one point of damage (permanent) to the Berserker.

The "U" column is only used when the human player is making a boarding attack and there are no robots to oppose him. Roll one die. On a result of 1 through 4, the boarders do structural damage to the Berserker equal to their number – i.e., 4 boarders would do 4 points of damage (one of which would be permanent). On a 5 through 6, the boarders still do the same amount of damage, but lose one man due to booby-traps.

A player never loses units during his own boarding attack phase (except to booby-traps in an unopposed attack). He only loses units during the enemy boarding attack phase.

This concludes my primer on unauthorized Berserker repair. I hope that those of you who have the game will find it useful. If any of you go out and buy ***Berserker*** to try these suggestions, then I suppose I may be responsible for the destruction of the Earth. So it goes . . .

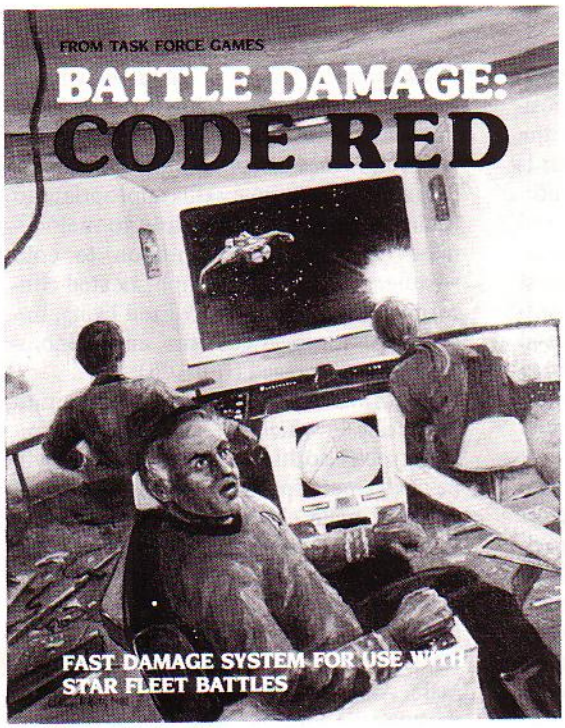
EXPERIENCE THE HUMAN ADVENTURE OF THE

STAR FLEET UNIVERSE

THE GAME THAT STARTED THE ADVENTURE

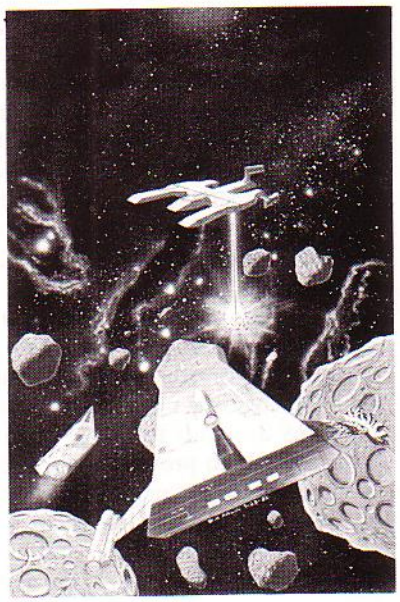
The challenge of starship command: out-thinking, out-shooting and out-maneuvering your opponent in a warp-speed dogfight! Only your own skill and cunning can bring you victory as you face other starships, massive monsters and unknown aliens. Begin the adventure with STAR FLEET BATTLES. Then enrich the excitement with EXPANSION # 1 and # 2, and the STARLINE 2200 miniatures.

AND NOW ... TWO NEW STARS IN THE STAR FLEET UNIVERSE NOW AVAILABLE



BATTLE DAMAGE: CODE RED
(stock #3001)
A fast damage allocation system for STAR FLEET BATTLES. $4.95

STAR FLEET BATTLES EXPANSION #3
New ships, scenarios, and errata. Introduces the WYN Star Cluster.
$6.95



STAR FLEET UNIVERSE

TASK FORCE GAMES

The NEW FORCE in gaming.

Character Backgrounds for FRP

by Ronald Pehr

One of the most interesting yet neglected aspects of a fantasy role-playing game character is his background: who he was, what he did, and where he was from *before* embarking on his adventuring career. Some games barely mention the idea (***D&D***), some use it merely to determine starting characters' possessions (***RuneQuest***, ***DragonQuest***). ***Chivalry & Sorcery***, portraying the Middle Ages of Western Europe, gives more emphasis to background than other FRPGs; characters' chances for various encounters and their ability to earn money depend on their backgrounds. However, even in that game, background soon gets left . . . well, in the background. Characters acquire money, skills, and status as adventurers, and the background soon becomes irrelevant.

Unfortunately, background skills and abilities are of little aid to adventurers in acquiring experience points (or whatever indices of achievement a game provides); these are generally garnered by looting and killing.

One way to expand the characters' scope of activities is to give them experience points or other status increases for achievements other than random murdering (***C&S*** does this to a large extent). Another way is to provide opportunities to succeed by use of "mundane" skills. Maybe being a trapper won't help you kill that marauding dragon – but it might help you figure out what to use as dragon-bait.

The following chart provides randomly-chosen backgrounds for FRPG characters, with benefits or liabilities which may persist throughout the game career of the characters, influence their courses of action, and hopefully convince their players to role-play appropriately. As with any chart, the important ingredient is the game referee's ingenuity and imagination. Random background rolls are not necessary; any other appropriate method, such as referee assignation or limited player choice, can be used.

There are similarities to the background chart presented in ***C&S***. This is simply because pre-gunpowder civilizations sophisticated enough to foster adventurers are going to have some similarities.

The majority of people will be farmers (or other food-gatherers); there will be people in populations centers – be it cities, castles, or city-states, and there will always be a class which is independently wealthy due to economic or military position. (These may or may not have the trappings of formal nobility.) The chart is definitely biased in favor of a disproportionate number of urban dwellers, and concentrates on those with good education or exotic skills. This is not to suggest a population with the indicated percentages, but rather the population spread likely to provide adventurers. Such people might be more open to new phenomena and changing ideas, and be more likely to become adventurers.

Wherever a bonus of some type is mentioned on the chart, "plus one" refers either to the die roll of a single die (such as a 20- or ten-sided die), or the roll of several dice which are added together (e.g., two or three six-sided dice). When the game you use specifies percentile dice, consider "plus one" to be equal to 5%. In any case, "plus one" is in the character's favor. If a die roll requires low rather than high numbers, then the plus would instead be subtracted.

Where a skill from the background chart duplicates a skill otherwise found in the rules of your game (for instance, ***The Fantasy Trip*** allows certain mundane skills), it is up to the referee to decide if the character must devote one of his skill choices to that background skill, gets a "freebie," or gets the skill at enhanced ability if he does have to use up a skill choice.

When a background skill conflicts with a chosen adventuring profession (most likely in ***D&D***, where professions are inflexible), there are several alternatives:

(1) The skill is forsaken. "Sorry, Master Butcher, if you want to be a Cleric, you've got to forget how to use cutting implements."

(2) They are combined in such a way that the letter of the rules is preserved. "Sure, I'm a Magic-User, but I'm still a barbarian at heart, so I go berserk with my dagger."

(3) The skill is allowed, but always at "first level," or basic chance, and can never be improved.

The basic social class divisions are shown below.

Basic Social Background (1d6)

1: Barbarian
2-3: Rural Background
4-5: Town / City Background
6: Craftsman / Professional / Gentry
  1-5: Craftsman / Professional
  6: Gentry / Nobility

Professions in Social Classes

Barbarian: This is a character who is from a culture with a lower technology than the civilization in which the characters commence their adventures. Barbarians may have unique skills appropriate to their culture, and particularly to their climate (e.g., Eskimo adaptation to cold weather) but will be unsophisticated concerning the nuances of civilized living, unfamiliar with local customs, and economically disadvantaged (roll 1d6):

(1) *Amazon:* A character from a primitive tribe in which women have the dominant social position. Amazon women will be extremely proud, fearless, and will consider male characters they encounter to be little more than animals, or at least inferior until convinced otherwise. If there is a difference in your game between the statistics of male and female characters, female Amazons are rolled as males. A male Amazon will be difficult to play; presume he escaped from tribal domination, and he won't have any combat skills. Otherwise, play him as a barbarian (see roll 4-5, below). An example of Amazon women in our world would be the Dahomey warrior-women.

(2) *Savage:* A character from a primitive tribe with little outside contact. Savages will not have metal equipment or money. An example of a savage in our

world would be the African bushmen or Australian aborigines. All savages, regardless of other game skills, will be experts at outdoor hunting and tracking (e.g., ***D&D*** Ranger, ***C&S*** Forester). Some might have weapon talents peculiar to their culture: boomerang, blowgun, throwing club.

(3) *Nomad:* The lightly armed and armored member of a wandering culture, typified by Mongols or Bedouin. Nomad characters will have contempt for farmers and distrust for city dwellers. A nomad character will usually commence the game owning a horse or equivalent riding animal, and either a light sword or horse bow, or both. He will generally possess expert skill at riding.

(4-5) *Barbarian:* This is the "typical" Viking or Celt. Barbarians may have had contact with civilization and understand its ways to some extent (e.g., Conan). A barbarian character will have the ability to go berserk in combat, regardless of his others skills or profession. If your game rules do not provide for this, allow plus four on physical attacks for one-half as many turns as the barbarian has hit points (or the equivalent), once per day.

(6) *Outcast:* This is a character who is not primitive, but rather has some problem which causes him to be shut out of the local civilization (roll 1d6):

(1) *Outlaw:* The character is outside any legal barriers, belonging to no guild, owning no property, serving no overlord. The character will have no money, though he may have appropriate professional equipment (a weapon, a magic book, etc.), and will have no means of earning money in the local civilization except for adventuring, charity, or crime.

(2) *Criminal:* The character has, or is believed to have, committed a major crime. He is actively sought for his crime(s).

(3) *Foreigner:* Shipwrecked or otherwise cast adrift, the character is probably ignorant of local customs and speaks the language poorly, if at all.

(4) *Slave:* The character has escaped from slavery. Like the outlaw, the character has no legal rights, and like the criminal, will be captured if local representatives of the law find him.

(5) *Afflicted:* The character is suffering from some sort of disease or defect (leprosy, crippled). This will be a congenital, not an acute condition.

(6) *Heretic:* The character is known to be totally opposed to the local religious power structure. If your game has an alignment system, the character is opposite whatever most people in the local culture are.

Rural Background: Characters in this social stratum would be "peasants" or "yeomen"; that is, farmers or those who live away from population centers and who either work on somebody else's land or own farming land which produces little or no surplus. The majority of people in a pre-technological society will be in this class (roll 1d20):

(1-2) *Farmer:* Knowledge of agriculture, weather, etc. Plus one on identifying plants, weather, unusual terrain; plus one reactions from sentient plants, Druids, or other farmers.

(3-4) *Rancher:* Knowledge of domestic animals. Plus one on identifying or handling any sort of trainable animal.

(5) *Trapper:* Basic ability to set and disarm trapping devices. Plus one on bargaining abilities and woodcraft abilities.

(6) *Miller:* Can obtain rations at half-price. Plus one on recognizing edible/poisoned food.

(7) *Forester:* Basic abilities of a Ranger, Forester, Woodsman, etc. If character in this profession is an adventurer, plus two on all related class skills.

(8) *Hunter:* Plus two with chosen missile weapon.

(9) *Fisherman:* Knowledge of fish, weather, currents, etc. Plus one on identifying fish, unusual aquatic conditions. Plus one reactions from other fishermen.

(10) *Blacksmith:* Plus one on identifying manufactured items. Able to repair metal articles, except arms and armor.

(11) *Armorer:* Plus one on recognizing enchanted weapons. Able to repair arms/armor at half-price.

(12) *Animal Trainer:* Plus one on identifying, and on reactions from, wild animals.

(13) *Miner:* Knowledge of digging, new construction, sloping passages, sliding doors. Plus one on recognizing them.

(14) *Soldier:* Plus one to hit with missile weapon or plus one damage with hand weapon.

(15) *Sailor:* Can sail.

(16) *Carpenter:* Can build or repair wooden objects for half-price.

(17) *Innkeeper:* Knowledge of proper food and drink. Plus one reactions from civilized people.

(18) *Valet:* Knowledge of courtesy and courtly behavior.

(19) *Laborer:* Plus one to strength or equivalent characteristic.

(20) *Tinker:* Plus two recognizing and fixing mechanical devices.

Town/City Background: Characters in this social stratum would be unskilled and skilled laborers and workers in population centers. They would either work for someone else or have an independent business too small to do more than support a family at marginal standard of living (roll 1d20):

(1) *Innkeeper:* Knowledge of proper food and drink. Plus one reactions from civilized people.

(2) *Blacksmith:* Same as from Rural background.

(3) *Armorer:* Same as from Rural background.

(4) *Tailor:* Able to repair clothing. Can purchase garments, other than armor, at half-price.

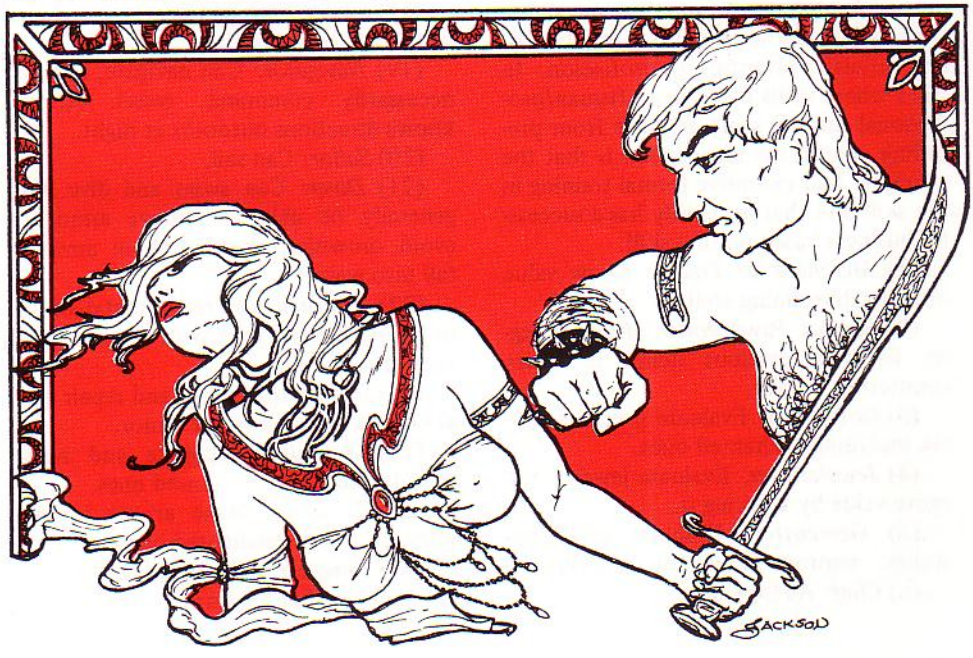
(5) *Teacher:* When associated with another character, can add own level, skill factor, etc. to character's learning ability.

(6) *Clerk:* Knowledge of literacy, bookkeeping, etc.

(7) *Laborer:* Same as from Rural background.

(8) *Valet:* Same as from Rural background.

(9) *Miller:* Same as from Rural background.



(10) *Carpenter:* Same as from Rural background.

(11) *Tinker:* Same as from Rural background.

(12) *Cook:* Plus one on recognizing edible/poisoned food.

(13) *Greengrocer:* Can obtain rations at half-price.

(14) *Cobbler:* Construct leather items.

(15) *Barber:* Crude medical knowledge.

(16) *Butcher:* Plus one damage with hatchet or knife.

(17) *Undertaker:* Recognize living people (as opposed to undead).

(18) *Drover:* Knowledge of beasts of burden. Plus one on identifying, training, or handling such animals.

(19) *Soldier/Constable:* Same as from Rural background.

(20) *Skilled Laborer:* Roll on chart below. (Roll 1d6, rerolling 6s. This gives you your 10s bracket: 1 = 1-10, 3 = 21-30, etc. Then roll 1d10 within that bracket.)

Craftsman/Professional: Characters in this social stratum will live in or near population centers, work for a rich person, or travel about to sell their skills. They may belong to a guild, which may or may not have political power beyond the scope of regulating the profession. Because many professional skills are quite comprehensive, it may be difficult to quantify what talents a beginning character has. In some cases, a character with a professional background has, in effect, a full-time calling which may be as interesting and useful as playing a more standard FRPG character. By all means, encourage players to play as one of these unique characters. If the game rules do not allow this, presume that the craft or profession is a sub-class which the character retains and continues to develop at only one-half the normal learning cost (whether in money, time, or experience points) in addition to his official, adventuring profession. In cases where skills listed as craftsman/professional are the same as those from preceding charts, the assumption is that the character had extensive formal training in the skill and that his family has a successful business based on that skill.

(1) *Merchant or Trader:* Know value of items, bargaining ability.

(2) *Banker, Pawnbroker, Moneychanger:* Evaluate precious items, recognize counterfeit money.

(3) *Goldsmith:* Evaluate precious metals, including enchanted ones.

(4) *Jewelcrafter:* Evaluate jewelry, improve value by working it.

(5) *Gemcutter:* Evaluate raw gemstones, improve value by working it.

(6) *Chef:* As for Cook.

(7) *Brewmaster:* Make wine or beer. Evaluate quality thereof.

(8) *Tailor:* As on previous charts.

(9) *Dyer:* Use chemicals to alter color or texture of clothing.

(10) *Weaver:* Make wool/cotton into cloth. Obtain garments made of those substances at half-price.

(11) *Tanner or Cobbler:* Construct leather items; obtain boots, saddles, leather armor at half-price.

(12) *Architect:* Understands construction. Will notice secret panels, new construction, sloping passages, etc. at plus two to roll.

(13) *Shipwright:* Design ships, understanding equipment aboard them.

(14) *Mason:* Build stone walls, arches, etc., at half-price.

(15) *Carpenter:* As for previous charts.

(16) *Glassblower:* Make objects from glass.

(17) *Chandler:* Make candles, lanterns, torches, etc.

(18) *Sailing Master:* Can command any sort of nautical vessel.

(19) *Navigator:* Can navigate, but not necessarily command, vessel. Always knows directions outdoors at night.

(20) *Sailor:* Can sail.

(21) *Diver:* Can swim and dive. Will generally be able to remove armor to avoid drowning, even after an armored fall into water.

(22) *Armorer:* Can repair metal armor, or weapons other than swords, and obtain them at half-price.

(23) *Blacksmith:* Make and repair metal objects except arms or armor.

(24) *Swordsmith:* Make and repair swords, recognize enchanted ones.

(25) *Fletcher:* Make arrows at half-price, recognize enchanted ones.

(26) *Bowyer:* Make bows at half-price, recognize enchanted ones.

(27) *Painter or Sculptor:* Make paintings/sculptures. Plus one on recognizing forged, unusual, or enchanted works of art.

(28) *Orator or Poet:* Plus two on reactions from royalty, intellectuals, and their peers.

(29) *Bard:* Knowledge of songs, music, stories; can perform on musical instruments. Many games already have rules for Bards.

(30) *Dancer, Juggler, Performer:* Plus one to dexterity or equivalent characteristic. Able to exercise appropriate skills.

(31) *Cabinetmaker or Wheelwright:* As for carpenter.

(32) *Perfumer or Inkmaker:* Familiar with scented or colored liquids, able to analyze them at plus two, make them at three-quarters price.

(33) *Potter:* Construct clay and ceramic objects at half-price.

(34) *Locksmith:* Understand locks and similar mechanisms. In games that have thief-type characters, the locksmith will have the ability of a thief (plus three if he is also a thief) in addition to whatever else he can do.

(35) *Accountant or Scribe:* As for clerk.

(36) *Cartographer or Calligrapher:* Draw maps and make signs.

(37) *Lawyer or Interpreter:* Able to use courtly language, know two extra foreign languages.

(38) *Sage or Teacher:* If the game does not already have this class, use as for teacher, listed previously.

(39) *Physician:* Characters can heal wounds at whatever basic ability is allowed by the game rules, by non-magical means.

(40) *Astrologer or Alchemist:* If game rules allow these as specific professions, the character will be plus three in using these skills.

(41) *Engineer:* Design siege equipment.

(42) *Slaver:* Will be able to estimate the abilities (and street value) of people by talking to them and watching them; plus one to bargaining.

(43) *Executioner or Torturer:* Plus one damage with a bladed weapon of choice.

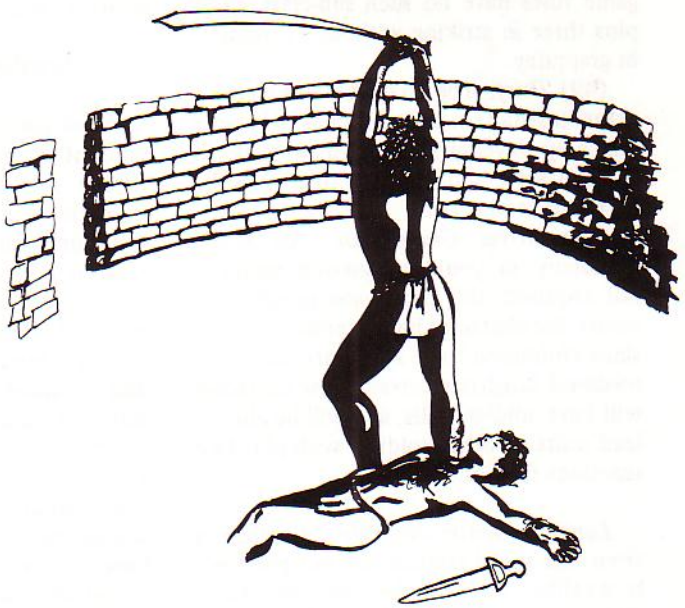
(44) *Scout:* If game rules provide for a spy-type character, use those rules; otherwise, these characters have forester and thief-type abilities requiring stealth.

(45) *Assassin:* Extra damage, as appropriate to surprise effect.

(46) *Beggar:* Gains 1d6 of the lowest denomination coin when obtaining a favorable reaction when begging. On best possible reaction, gains 1d6 of the next-highest denomination coin.

(47) *Courtesan.* Enhanced charisma or equivalent, social graces.

ARENA COMBAT



As Maxamus, Champion of the Arena, enters the combat area in the magnificent city of Xenia, he is greeted by catcalls from the crowd. The assembled spectators know, as you do, that Maxamus has slain three of his last seven opponents. But now you, Retarus, must face Maxamus for the title of Grand Champion of the Arena. Maxamus has chosen to wear no armor or helm, but has chosen to wield his favorite and most deadly weapon, the long sword. Armed with your trusted short sword and dagger you are ready. Together you enter the arena and salute the Kinglord, then a flash of steel as Maxamus aims a blow at your head . . . **Arena Combat** has begun!

Arena Combat is a unique correspondence game that allows for the interaction between gladiatorial combatants in the arenas of Crane. Through the use of a powerful computer system, we have brought together all the subtle aspects of man-to-man combat.

As a new player you will enter the game as a newly trained, but as yet untested gladiator. Before each deadly contest you will arm your warrior with weapons, armor, and a helmet. Then you will design his strategy for the coming contest.

You will receive a detailed blow-by-blow and round-by-round description of the contest, along with a list of results for the most recent matches and a list of rankings for all warriors *every turn!*

© 1983 by Schubel & Son.

Arena Combat offers these features:

- ✓ Design your warrior by choosing his abilities in ten different categories.
- ✓ Choose from twenty-four different archaic weapons, nine armor types and four helm types.
- ✓ Each turn consists of up to five rounds of combat. The fifth round continues until one warrior is victorious and his opponent is slain or too badly injured to continue.
- ✓ Each turn contains a list of rankings so that you can compare your warrior to every other warrior.
- ✓ A unique ranking system that rewards warriors that fight consistently, and forces the champion to continue competing or be in danger of losing his title.

Can you rise to become Grand Champion of the Arena?

Arena Combat may be entered for $3.50 for the rulebook, set up turn and all necessary materials. Thereafter turns are $3.50 each.

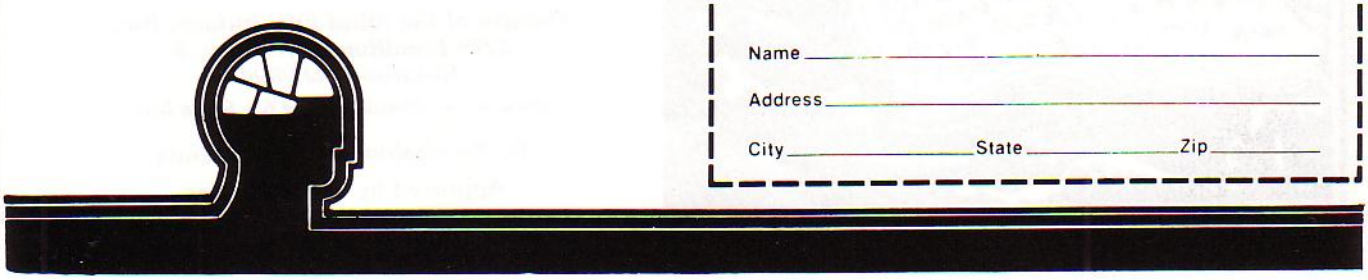
Send to: **Schubel & Son**
P.O. Box 214848.
Sacramento, CA 95821

Enter me in **ARENA COMBAT**

Name _____

Address _____

City _____ State _____ Zip _____



(48) *Martial Artist:* This presumes specific training in hand-to-hand combat. If game rules have no such sub-class, allow plus three in striking without weapons or in grappling.

(49) *Thief:* The character has received actual instruction in techniques of larceny and may develop these as a sub-class. If the character actually is a thief-class, he performs at plus two.

(50) *Royal Guardsman:* An actual monarchy in your background world is not required; this profession merely presumes the character had intensive training since childhood to be a military leader (as medieval knights received). The character will have soldier skills, and will be able to lead units of other soldiers with plus two reactions from them.

Landed Gentry/Nobility: Characters from this social stratum are independently wealthy; their families own land from which income is derived, or a business so successful they need not do any of the actual labor, but merely direct their employees and servants. In most FRPG worlds, and in most cultures in history, characters from this stratum will be members of an hereditary nobility, entitled to various formal displays of courtesy. Whether or not this is indicated for your background world, characters will still derive the same economic benefits of being born with a silver spoon in their mouths, with or without such formality.

Starting a Life of Adventure

Most games allow the character some amount of money to purchase equipment before starting his adventuring career. Sometimes this depends on social stratum, sometimes on professional class. The former method seems more realistic. In addition, a character should have whatever personal clothing and equipment would be appropriate for one of his profession and position. Profession would mean both his background as rolled from these charts, and his adventuring profession if the game rules require him to select one. Thus, whatever else he has, a carpenter would have tools, a courtesan would have cosmetics and alluring clothing, a calligrapher would have pen and inks, etc. In an FRPG world, characters would not be likely to start out with money beyond a bit of pocket-change; rather, they'd have necessary objects. In most games, armor is the biggest expense and is what characters purchase once they have accumulated the money. However, those electing to be some sort of adventurer, and who have trained for it, and have families which encouraged such training will possibly have armor and weapons already, in addition to their personal effects. To determine this, roll 1d6:

Rural Background/Town Dweller/Barbarian: Multiply by 10 to find the initial amount of money possessed (in whatever denomination allowed for beginning characters). These characters (except barbarians) will never have armor; barbarians may have armor appropriate to their origins (leather for nomadic horsemen, chainmail shirt for Vikings, etc.). Fighter-types may commence with three weapons, part-time fighters (such as thieves) may commence with two weapons, those normally of non-combatant professions (magical-types) may commence with one weapon.

Craftsman/Professional: Multiply by 10 and add 60 to find initial amount of money. Weapons are as above. For armor, roll 1d6 again: On 1-2, they commence with no armor, on 3-5, they commence with leather-type armor, on 6 they commence with mail-type armor.

Landed Gentry: Multiply by 100 to find the initial amount of money. Weapons are as above. For armor, roll 1d6 again: On 1-2 they commence with leather-type armor, on 3-4 they have mail-type armor, on 5-6 they have plate-type. Characters may, of course, select armor with lesser protective value if they desire.

Theatre Of the Mind Enterprises, Inc.
Expands Role-Playing to a New Level with . . .

THE ARKHAM EVIL

A CALL OF CTHULHU ADVENTURE

Nightmarish Mysteries
More than 60 hours of Role Playing
Three Interlocking Campaigns

- "The Throat of the Beast"
- "The Wanderer"
- "And the Dogs Shall Know You"

FULLY ILLUSTRATED
THE STAGE IS SET . . .
THE CURTAIN RISES . . .

$8.00 at Better Game and Hobby Stores,
or send check or money order to:

Theatre of the Mind Enterprises, Inc.
2706 Hamilton Drive, Dept. S
Kirkwood, NJ 08043

(New Jersey Residents add 6% Sales Tax)

By Permission of Arkham House
Approved by Chaosium, Inc.

Entertainment Concepts, Inc. presents:

The Correspondence Game!!

Would you like to be the CAPTAIN of YOUR OWN starship like the ENTERPRISE?!?

Would you welcome the challenge of solving the mysteries of space, battling the Klingons, and exploring new worlds?!?

This is the adventure of STAR TREK. This is where you'll find alien cultures embroiled in problems that you can solve only after unraveling the secrets of their strange customs. This is where you'll struggle against both the fabric of space and the steel of your starship. This is where you'll find more Klingons and Romulans than you REALLY wanted to!! The mysteries are all here ... and so is the excitement and adventure!

Here's how to bring the adventure to you ...

ECI now introduces a STAR TREK game that you play in the mail!! From the very start, you'll be placed right in the center of the Bridge! Here you'll take the role of CAPTAIN of a Federation Heavy Cruiser, either the Enterprise or one of your own choice! At your disposal will be the tremendous power of a Starship, the technology of the far future, and an entire crew ready to obey your orders on the double!

YOUR PLAYER'S KIT:

(1) A 24 page rulebook telling you EVERYTHING about your ship and how to play the STAR TREK game!
(2) A Crew Roster with 400+ crewmembers including name, rank, skills, and duty post!
(3) A Ship's Technical Description giving you all the details about your own individual starship!
(4) Your Orders and Adventure to get you started in the most exciting correspondence game ever!

YOUR STAR TREK MOVE:

(1) Each move we send will be a complete narrative description of what happened as a result of your last actions!
(2) You'll get a ship status report, detailing Crew Status, Department Status, Technical Status, and Damage Control Reports!
(3) You will be able to write THREE PAGES of description for ANY ACTION YOU WISH TO PERFORM!! You can use any or all of your crew at YOUR DISCRETION! There are NO special action charges, no limits on what YOU can decide to do!!!
(4) Each month you'll receive a newsletter telling the stories of the most exciting adventures, giving hints on play, and sometimes running contests with cash prizes!!

ECI is using the acclaimed SILVERDAWN move system to bring you the science fiction role playing game of your dreams! The STAR TREK Player's Kit is $6, plus $4 for each additional Starship. Each move thereafter is $4. If not completely satisfied, you can return the Player's Kit for a full refund.

ENTER TODAY, and soon you'll be getting your first mission orders from Starfleet Command!

Name _____ I want: _____ Enterprise

Address _____ _____ _____

(choose a name)

City _____ State _____ Zip _____

Please send me _____ Federation Heavy Cruisers at $6 for the first Starship and Player's Kit and $4 for each additional Starship.

Mail to: ECI, 6923 Pleasant Drive, Charlotte, NC 28211

STAR TREK is the registered trademark of Paramount Pictures Corporation. Used by ECI under exclusive license from Paramount.

FEATURED REVIEW:

STAR FRONTIERS™

by William A. Barton

Science fiction role-playing games . . . remember when there was just ***Traveller*** and a handful of minor efforts (***Space Patrol, Space Quest, Starships & Spacemen,*** etc.)? Suddenly, about two years ago, the field began to blossom (or maybe "take off" is a better metaphor). Then came ***Space Opera,*** revised ***Star Patrol, Star Rovers, Universe, Future World,*** Metagaming announced its upcoming ***Star Leader*** SFRPG, Tri-Tac made plans to enter the field with its ***FTL 2488,*** and Flying Buffalo began to work on a role-playing version of its ***StarWeb*** PBM game. And amidst all the new releases and rumors of coming events, word began to circulate about TSR's plans for an SFRPG.

Of course, it was TSR that helped start it all with ***D&D.*** That alone would be enough to make role-players listen when they began making noises about entering the SFRPG competition. So, as rumors grew about TSR's entry (first announced two years ago as ***Alien Worlds,*** then altered to its present title, ***Star Frontiers***), interest among gamers grew as well. Even those not particularly thrilled with TSR's products naturally assumed that, with all the new products available from other companies, ***Star Frontiers*** would have to be heavy-duty indeed to stand a chance with the competition already before the buyers.

And this summer, ***Star Frontiers*** debuted. As was expected, it *was* impressive looking. But does the impression hold up under close scrutiny?

To start with my overall reaction: I don't much like ***Star Frontiers.*** But then, I don't much *dis*like it either. I don't really have a lot of strong feeling about the game at all. That's not to say that ***Star Frontiers*** is a bad game; it's not. Neither is it exceptionally good. It has some very good features, and a few really bad ones, too. And they balance out into a game that, two years ago, might have had a fair impact on the SFRPG field, but which now is merely another face in the crowd.

I'll be the first to congratulate TSR on the components; there is a lot for the $12 price inside ***Star Frontiers'*** somewhat flamboyant box. Along with the 16-page Basic Rules book and the 60-page Expanded Game Rules book, there's a 30-page adventure module, ***Crash on Volturnus,*** which includes a double-sided 17" x 11" cardstock planetary and starship map, a larger-sized half-inch-grid map showing a city on one side and various environments on the other, a sheet of die-cut counters of the various races, creatures, vehicles, robots, and aliens that appear in the game and adventure module, and two ten-sided dice with the obligatory TSR crayon. Except for the counters, which are too thin to last long, all of the components are of the highest quality. Most impressive.

And the rules? To quickly dispense with the basic rules, I can say don't bother with them at all unless ***Monopoly*** is the height of complexity to you. The only things in the basic rules that aren't covered in much greater detail in the expanded rules are a bit of background history for the ***Star Frontiers*** universe, the contents of the standard equipment pack, and the fact that the scale on the city map is 5 meters to the half-inch square, along with a couple of elementary scenarios. The basic rules were obviously written for the lower end of the "ages 10 and up" range for whom the cover states the game is suitable. The basic game doesn't even allow for a referee, referring instead to a "reader" who performs a similar, but less challenging function. If you're an experienced gamer, skip the basic rules book; all the game's redeeming qualities are found in the expanded rules. Unless otherwise stated, my comments from here on will concern them only.

Character Generation: This seems like a logical place to start, since characters are the foundation of any RPG. ***Star Frontiers'*** character generation system is relatively straightforward and simple, compared to such games as ***Space Opera*** and ***Universe.*** Abilities are rolled up on percentile dice and modified to yield ability scores from 30 to 70. There are eight character abilities grouped in four ability pairs: strength/stamina, dexterity/reaction speed, intuition/logic, and personality/leadership. An initiative modifier for combat purposes is derived by dividing reaction speed by 10. Each ability in the pair starts out with the same value. While it can be argued that this is valid in the case of strength/stamina and dexterity/reaction speed, I believe to equate intuition so closely with logic, and personality so closely with leadership stretches rationale. A person can be possessed of an uncanny intuition, yet be totally illogical. And a character with a great personality might not necessarily be able to get people to follow him (especially into battle).

It is possible, under the expanded rules, to remove up to ten points from one ability in a pair and add it to the other, allowing for up to a 20-point spread between the two. Ability pairs may be further modified by values related to racial characteristics. Special racial abilities automatically go to nonhuman characters: Dralasites have a 5% chance lie detection ability and "elasticity," Vrusk are ambidextrous and have a 15% "comprehension" ability, and Yazirians have excellent night vision, gliding ability, and a 5% chance to go into a battle rage in combat. Ability scores can be raised to a maximum of 100 by trading in experience points earned through adventuring.

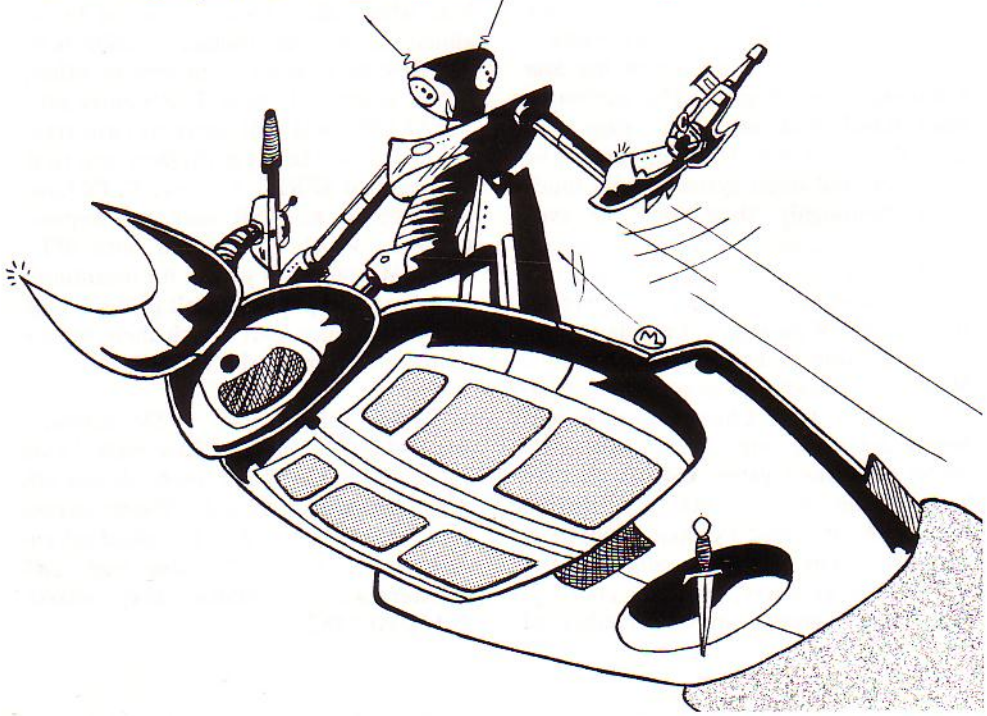
A note about the different races: There are four nonhuman species, one of which, the worm-like Sathar, represent the "baddies" and are reserved as NPCs only. The Dralasites are best described as

Star Frontiers is a trademark of TSR Hobbies, Inc.

hermaphroditic "Gumby-oids" who can form extra limbs and change shape as needed, within certain limitations. Vrusk are basic intelligent insectoids (gotta have 'em). And Yazirians are sort of a cross between chimpanzees and flying foxes who don't like bright light and can be quite fierce in combat. Each race is fairly well outlined, with a full-page description of physical appearance and structure, senses, speech, society and customs, attitudes, and special abilities, along with diagrams of each with internal structures and important anatomical features. These go a long way to make the aliens in a game believable, though some of their characteristics are simplified. Still, they help give the game more variety than systems which are almost human-dominated, such as ***Universe,*** and ***Traveller*** in its basic form.

Once character abilities are generated, skills may be picked from any of three Primary Skill Areas (PSAs): military, technological, and biological. Characters may start off with two skills, each at level 1, one from the primary skill area they chose and the other from any area. Other skills may be learned or skills already known may be improved in exchange for experience points; skills learned later in this manner cost more if outside a character's PSA. Each skill area has only three skills, though each skill may have several subskills, each with different percentage chances of success. (Military subskills do act as separate skills.) I find this to be one of ***Star Frontiers'*** main assets. Under such a system, a referee doesn't have to worry about making up various rolls if a person has computer skill and wants to try to break a security program, then later use the same skill, and presumably, the same chance or die-modifier to repair a computer or write a program. In ***Star Frontiers,*** the computer skill has separate subskills that cover these and different aspects of the skill. Of course, it can be argued that some of the skills encompass *too much* under the various subskills. Under the weapon skills, for example, beam weapon skill covers the use of lasers, electric weapons, and sonic weapons; gyrojet skill covers not only gyrojet weapons, but grenade rifles and mortars and rocket launchers (while recoilless rifles are found under projectile weapon skill – you figure it out). Projectile weapons skill also lumps bows with autopistols and rifles, muskets, needlers, and machine guns. I submit that some of these weapons lumped so conveniently together operate on quite different principles. But then, ***Star Frontiers*** does not pretend to be a game of utmost realism ***a la Morrow Project*** or ***Aftermath,*** so this may be excusable.

Movement and combat in ***Star Frontiers*** are fairly straightforward, though the expanded game's combat sequence is just a slight bit convoluted: The various sides roll for initiative; side without initiative (B) declares what its actions will be, then side with initiative (A) declares its actions; B moves, A may shoot at any in line of fire; A moves, B may shoot at targets in field; A resolves remaining attacks; B resolves remaining attacks. Actually, it isn't as difficult as that sounds, and is definitely simpler than combat resolution in a lot of other games. The to-hit roll is one-half a character's dexterity, +10% per skill level, with other modifiers for range, movement, aiming, firing a burst, cover, size of target, position of target (prone), attacker's wounds, using wrong hand, and firing two weapons. This makes ***Star Frontiers'*** combat system richer than, say, the basic ***Traveller*** system, though it is more simplistic than ***Space Opera*** and others. There are some nice rules to cover automatic hits, firing bursts from autoweapons, structural damage, and grenade misses – simple but nice (though the direction of grenade bounces can often give some silly results). Melee is handled quite differently from gun combat, with half dexterity *or* strength, whichever is better, used to hit and with different factors modifying the roll: encumbrance, attacking from behind, battle rage, and weapon modifiers for melee weapons. There are also special rules for wrestling and pinning opponents in melee, as well as modifications for weightless combat and other factors. Overall, it's nothing exceptional, but is quite competent and playable.

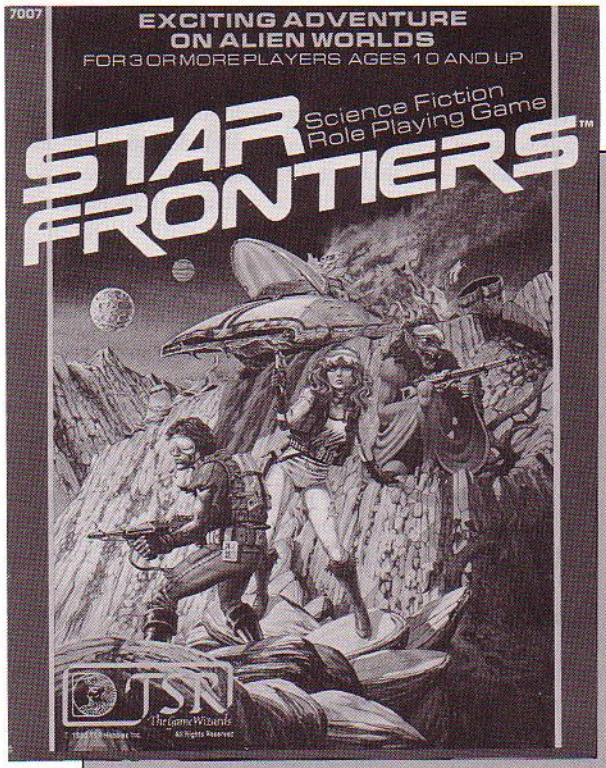


The weapon lists are extensive enough for most purposes, though I question the lumping together of chain and whip, and I fail to see any great differences between the electric sword and the stunstick. The rules on damage are brief but workable (damage is deducted from stamina), though those on saving the life of a character whose stamina has been reduced to 0 or below are rather confusing.

The section on vehicle movement and combat is another high point of the game. Though, as in the basic game, vehicle movement is very much tied to the map that comes with the game (or at least *a* map), there are quite a few options and special maneuvers that can be employed that make operating a car, skimmer, or copter a bit more interesting than in other RPGs. I like the rules for losing control and the accompanying crash tables, along with the vehicle damage table, things many games lack. These rules could easily be pulled and used with almost any RP system that doesn't have its own, even if one never intends to use ***Star Frontiers*** for anything else.

Before we go on, perhaps you've noticed something. So far, ***Star Frontiers*** doesn't sound half-bad. And, so far, it isn't. If only it had kept up the quality, indifferent to quite good, the rules have shown thus far . . .

Instead, enter the section on creating creatures. These rules can be summarized in one sentence: Decide what you want the creature for and make up whatever you want. There are some guidelines on the various characteristics a creature should have – type, speed, ability scores, attack, defense, special abilities, and appearance, but basically the referee can make up whatever he desires within those categories. There's some mention of herbivores vs. carnivores vs. omnivores, but no guidelines on ecological niches, hit points, damage based on size, etc., as found in ***Traveller,*** or even the more simplistic



"If the game were by any other company than TSR, I'd predict it would quietly fade away . . . I don't think that will happen."

creature-generation found in some other systems. The sample creatures presented, all of which are beasties found on Volturnus (the planet in the module) have as little rhyme or reason for existence as the basic ***Monster Manual*** nasties. Some, such as the funnel worm, the sand shark, and the ludicrous queequeg, actually seem to be rejects from ***AD&D*** monster lists. There is little or no evolutionary reason for most of these creatures to exist. Something more should have been done on creature creation.

Following the creature section is another brief bright spot on equipment. I really like the way tool kits are handled, being completely itemized rather than listed generically as "Mechanical Tool Kit – mechanical tools" as most systems do it. I *like* to know that my tool kit has a socket wrench, spray lubricant, insulated wire, etc., not just what the referee feels like allowing me to have in it this adventure. Computer programs are interesting in that they're not spaceship-oriented as in most systems (but for a rather poor reason, as will soon be covered), though computers themselves are given short shrift, being only the sum of their programs. Robots are a bit neglected, too, though what is covered seems to be workable. And I really wish they'd not decided to name the Tornadium D-19 explosive "kaboomite." But the equipment section is generally well-handled.

Now we come to the section on Frontier Societies, which is abysmally inadequate for the purpose. Everything in the universe about space travel, worlds, and societies is crammed into four pages – and one of those is a map of the ***Star Frontiers*** sector of space. The section on space travel totals less than a page – an area that ***Traveller*** takes up an entire book for, and other systems cover much more thoroughly than this one even begins to. In essence, space travel is outlined by the statement that it takes one day to travel one light year and there are three types of passage – first class, journey, and storage. That's it, space cadets. No space combat, no ship construction, nothing. At least Chaosium in ***Future World*** did away with space travel altogether with their gates. TSR hasn't even bothered to give us that consolation. Worlds are described by their major race, the population and trade code (general terms such as heavy, outpost, industry, agriculture), gravity in Gs, number of moons, length of day in hours, and the color of the sun. Not much compared to ***Traveller***'s UPP, and light years away from ***Space Opera***'s world descriptions. Time (including game turns) is covered in four short paragraphs, language in five (most speak Pan-Galactic, and one has polyvox translators for those that don't), and cost of living in two. Definitely the nadir of the game.

The rest of the expanded rules cover how to referee (including how to hand out experience points), how to create adventures (with an okay sample), both of which are primarily of use to people who have never refereed before, and a section on handling NPCs, which is all right, if not overly extensive.

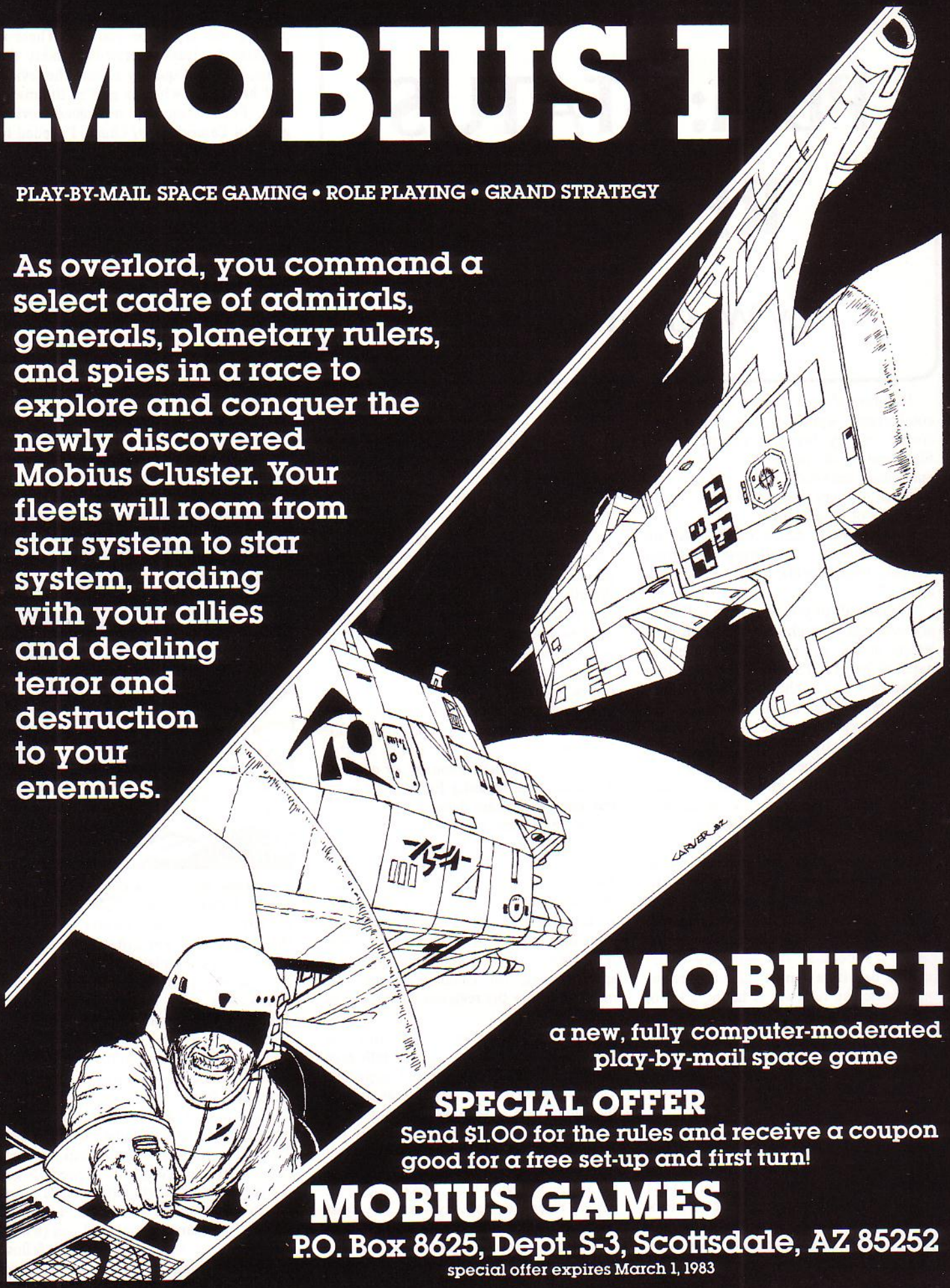
The adventure module, ***Crash on Volturnus,*** which appears to be the first in a trilogy, is adequate, though it reminds me of Vance's *Tschai: Planet of Adventure* in its various alien races and the characters' being marooned on the world. The biggest section of the adventure, unfortunately, takes place inside a maze of underground caverns and can only support the preconceived idea many people will have of the game as "***D&D*** in space." The additional creatures of the module, especially the "magma monster" are, if anything, even less believable than those in the rules.

What will be the fate of ***Star Frontiers***? If the game were by any other company than TSR, I'd predict it would quietly fade away, like ***Star Rovers*** and a few other less-than-spectacular systems. Since ***Star Frontiers*** is a TSR product, I don't think that will happen. TSR, unlike many companies, has an "in" to the various nonspecialty game stores. For a lot of potential gamers, ***Star Frontiers*** is likely to be the first SFRPG they encounter. TSR also has a large share of the younger market, which ***Star Frontiers*** seems to be aimed at. So, yes, though it really may not deserve it when compared to other, better systems, I think TSR's entry into the SFRPG field will prove to have staying power, as the loyal ***D&D***ers turn to it as their first SFRPG. For myself, I'd have preferred to see TSR back and expand ***Universe,*** which it acquired with SPI's assets. Maybe it will yet. In the meantime, ***Star Frontiers*** probably isn't going to lose TSR any money. But I wish there were a lot more to commend it than that.

STAR FRONTIERS (TSR Hobbies, Inc.); $12. Design by "TSR staff." One 8½ x 11" 16-page basic rulebook, one 60-page expanded rulebook, 30-page adventure module, 11 x 17" two-sided adventure map, 22½ x 35" game map, 285 counters, two 10-sided dice, boxed. Published 1982.

MOBIUS I

PLAY-BY-MAIL SPACE GAMING • ROLE PLAYING • GRAND STRATEGY



As overlord, you command a select cadre of admirals, generals, planetary rulers, and spies in a race to explore and conquer the newly discovered Mobius Cluster. Your fleets will roam from star system to star system, trading with your allies and dealing terror and destruction to your enemies.

MOBIUS I

a new, fully computer-moderated play-by-mail space game

SPECIAL OFFER

Send $1.00 for the rules and receive a coupon good for a free set-up and first turn!

MOBIUS GAMES

P.O. Box 8625, Dept. S-3, Scottsdale, AZ 85252

special offer expires March 1, 1983

PBM: STATUS REPORT

by W. G. Armintrout

It's nine o'clock in the evening. I am comfortably squirreled away in a back corner of my home, watching an old black-and-white movie on an old black-and-white television. The phone rings.

"Hello," I say to it, and hear the familiar whine of long distance.

"Is this W.G. Armintrout?" asks the unfamiliar voice. "My name is Barney Halleck, from Florida, and I was wondering . . ."

Thanks, all of you who have stirred up my evenings with phone calls or dropped letters in my mailbox! One of the best parts of being a TSG contributing editor is hearing from all the folks who want to share some tidbit of information or ask for my "expert" advice on some game.

Most recently, the majority of the questions have been about play-by-mail games. I thought I might as well save people some phone money by answering the most commonly-asked questions publicly.

How come some games don't get reviewed? Why hasn't TSG done a write-up on ***Feudal Lords***? Is ***BSE*** as good as you've heard? What about ***Ganglord***?

If TSG hasn't yet reviewed a particular game, it's because the company didn't provide us with a sample game for review, or because the reviewer is taking a lot of time due to a game's slow turnaround, or other problems. Aaron Allston, our editor, assigns each sample game to one of the magazine's dependable reviewers. I myself review everything the companies send my way.

If the company doesn't send a sample game, there are only two chances of seeing a review on it: (1) If somebody playing the game submits a review, or (2) If I or one of the other regular reviewers fork out our own money to enter some new game. I most recently paid my own way into FBI's ***Heroic Fantasy*** (FBI later reimbursed my account, which was nice of them).

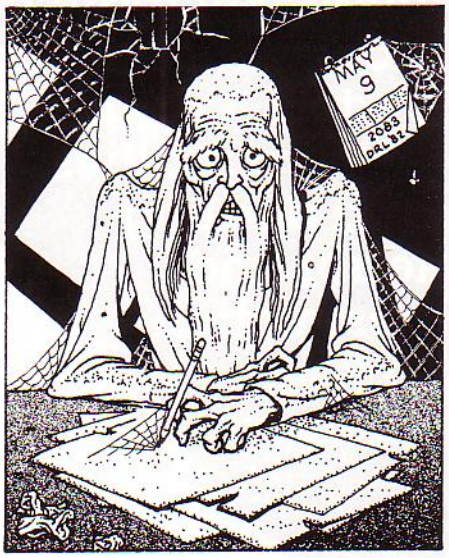
How does a sample game work? When a company wants their new PBM game reviewed, they send in a rulebook and any other setup materials to the editor at TSG. He assigns the material to a regular reviewer, who then contacts the company and gets the game under way. Some companies cut through the paperwork by directly contacting certain reviewers – a few outfits have my name on their mailing list whenever they have a new game, which I appreciate.

Each sample game comes with its own limits. Some of the smaller companies act as though the reviewers are just out to get a free game. (One company once told me they wanted to have the review written after five turns had gone by *or else* . . . whatever that meant.) Extremely generous companies have been known to give reviewers a free game, continuing even after the review has seen print. But most companies simply put between $20 and $80 in a reviewer's account, and let the reviewer decide when to write the review – some simple games can be reviewed after only a handful of turns, while long-term games or slow development (many space games, for instance) might take months before the reviewer feels ready to report.

I've been asked if getting an entire free game from a company doesn't influence the way I'll review the game. I hope not. The gift of a free game is only as good as the game itself – who would want a lifetime's worth of some turkey? On the other hand, it's nice to know that after weeks of carefully developing a position in a game I won't be kicked out (or, worse, forced to pay my own way) just because I've done the review.

There is one other reason why a free game isn't so attractive to me. Playing a game for review is quite different from playing the game for yourself. There is pressure to learn everything about the game, and do it quickly so that the review will be timely when it gets in the magazine. For instance, in my recent review game of ***Catacombs of Chaos,*** I needed to learn how player-versus-player combat worked before I could finish my review. I therefore attacked the next player I ran into! He must have thought I was psychotic, but I learned what I needed to know and the review came out in good time. The point is that I've several times had to risk my position in a game in order to try out some unclear portion of the rules, and when those experiments damage my chance of winning the game I wouldn't often want to play out the rest of the game if it's offered.

Why don't reviewers look at the long-term game? I heard this complaint just a few weeks ago, from a fellow concerned that my reviews weren't telling him what the games were like after playing them for a long time – over a year.



I know where he's coming from. The reason I started doing PBM reviews was my irritation at someone else's review for this magazine. I was irritated because the reviewer was complaining about the "boring" game – I knew that the game under review was only boring until the first dozen turns had passed, after which the game livened up considerably. Many games take some time to develop. Judging them on the first few turns, a short-term view, isn't fair.

Now that I'm a reviewer, I see the practical side of it. I must do the review within the time limit or account money granted by the company. I need to get the review in print while it is still of interest to the readers. Therefore, I end up staying in a game as long as I can (which sometimes is long enough), and follow that by writing a review in which I

describe what I've seen of the game and try to carefully predict how the game finally develops (being cautious not to do too much fanciful speculation).

Frankly, I doubt that reviews can ever adequately report on what a game is like after the first ten months of constant play. That sort of subject is best covered in a regular magazine article, something like the piece I did on ***StarWeb*** many issues back. However, neither I nor the other regular reviewers are walking encyclopedias on every major PBM game and its tactics. Why don't some of you ***Tribes of Crane*** "power gamers" send in articles on how to play the game? Players of ***Universe II,*** why don't you set down your favorite strategies in the pages of this magazine? (I should add that I was beaten in a ***StarWeb*** game by a first-time player who told me that he had read my article. I take a sort of reverse pride in that . . .)

Why do reviews take so long to come out? These things take time. First, the advertisements almost always come out before the game is actually running. Then it takes time to assign the review to a reviewer, and sometimes the company waits to submit a sample game until they feel their game is well-stocked with players. The review game takes time. The capsule or featured review must then be written and sent to Austin, where the editor goes over it with his sharp pencil (and might even send it back for a rewrite). Then follows the part I've never been involved in – typesetting, pasteup, printing, collating, and mailing, which takes somewhere over a month. Therefore, reviews never come out as fast as we'd like to see them.

Do the companies ever try any "funny business"? This question most recently came up over my review of ***Crimelords.*** I received puzzled queries from others who had played the game with different (less interesting) results, and who wondered if perhaps I hadn't been set up by the company, deliberately been given a push-over position.

Going back over my turn sheets, I can't find any reason for suspecting the ***Crimelords*** people of funny business. To have me set up, they would have had to get the cooperation of every player I met. I suspect the truth is that the newer players have been started in a quieter sector of the game than the one in which I started, and that they have played a more conservative game than I did – I was experimenting with the rules, and just happened to luck out when I smashed into one player's encampment and kidnapped another player's crimelord.

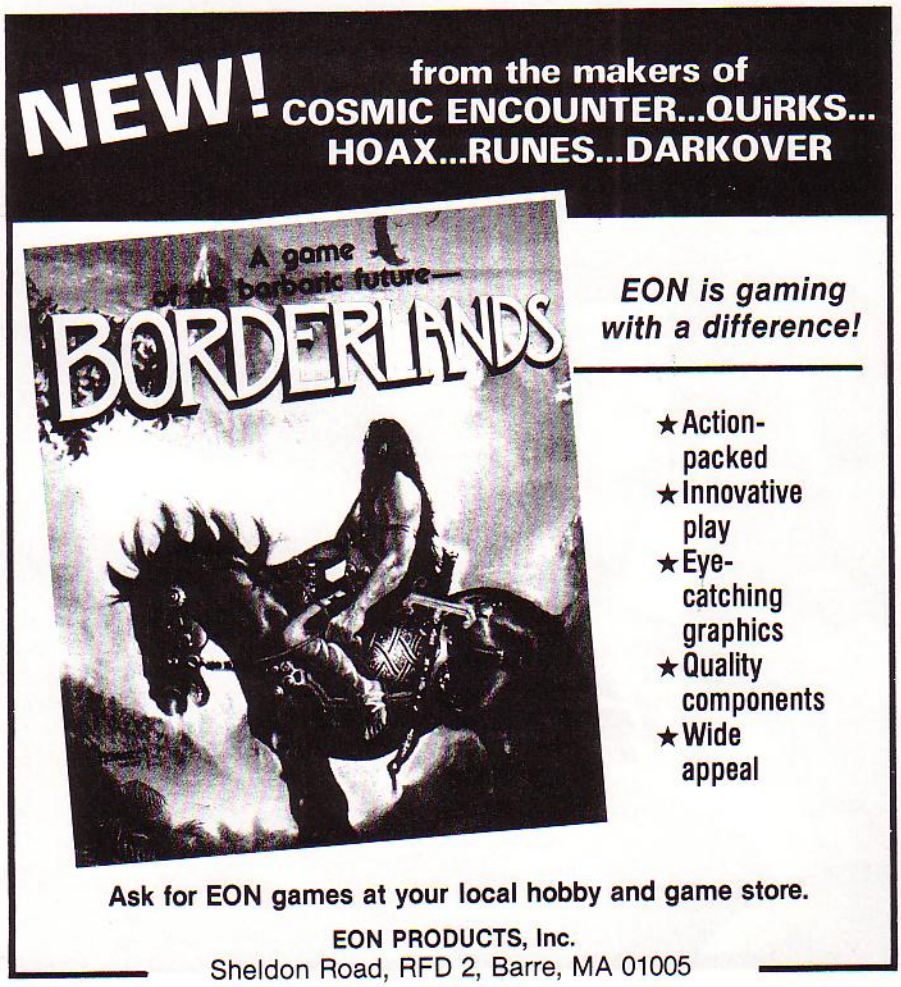
However, what if someday I do think a company has been deliberately setting me up? If it ever happens, I doubt that I'll be able to prove it . . . and if I can't prove it, I'm not likely to broadcast loosely-based suspicions in my review. The best that I'll be able to do is what I've been doing – describing the game I was in within my review, and leaving it to those players whose experiences have differed to write a Letter to the Editor. That's the only real way to protect against a company ever hoodwinking a reviewer.

On a related subject, can special treatment from a company bias the reviewer? There once was a company that sent me chatty "Dear Bill" letters along with each turn sheet, but that didn't keep me from saying what I thought of their game. On the other hand, one of the major PBM companies seems to deliberately avoid personal contact with me – the most personal touch I've ever gotten is the penciled note "For Review" on the rulebook they sent in the mail. I hope I haven't let any of it bias me, and I hope that anyone who thinks my bias is showing will write in with a Letter to the Editor. It seems perfectly possible to me to like a game company but hate one of their games. What also keeps me to a path of integrity is the horrible thought that someday I'll absolutely blow a review and disappear under a shower of hate mail!

What about this rumor I heard . . .? Just as I'm writing this article, I've gotten off the phone with a nice fellow who claims that (a) a "great wave" of people have just dropped from one famous PBM game in disgust, that (b) the gamemasters in another game are secretly playing an Alliance in their own game, and that in yet another game (c) the players have organized to force the gamemasters to change the rules or (and this is the funny part) they'll turn over some sort of terrible information to *W.G. Armintrout* . . .

Rumors fly like the wind, and who knows what is true and what is merely a good-sounding story? For all I know, some of these rumors are actually planted by some of the companies themselves in order to discredit their competitors. *That's* why you don't see many of these rumors in this magazine, certainly not with my name attached as a source. (On the other hand, aren't rumors fun to collect? I heard the most remarkable story about Steve Jackson himself just the other night . . .)

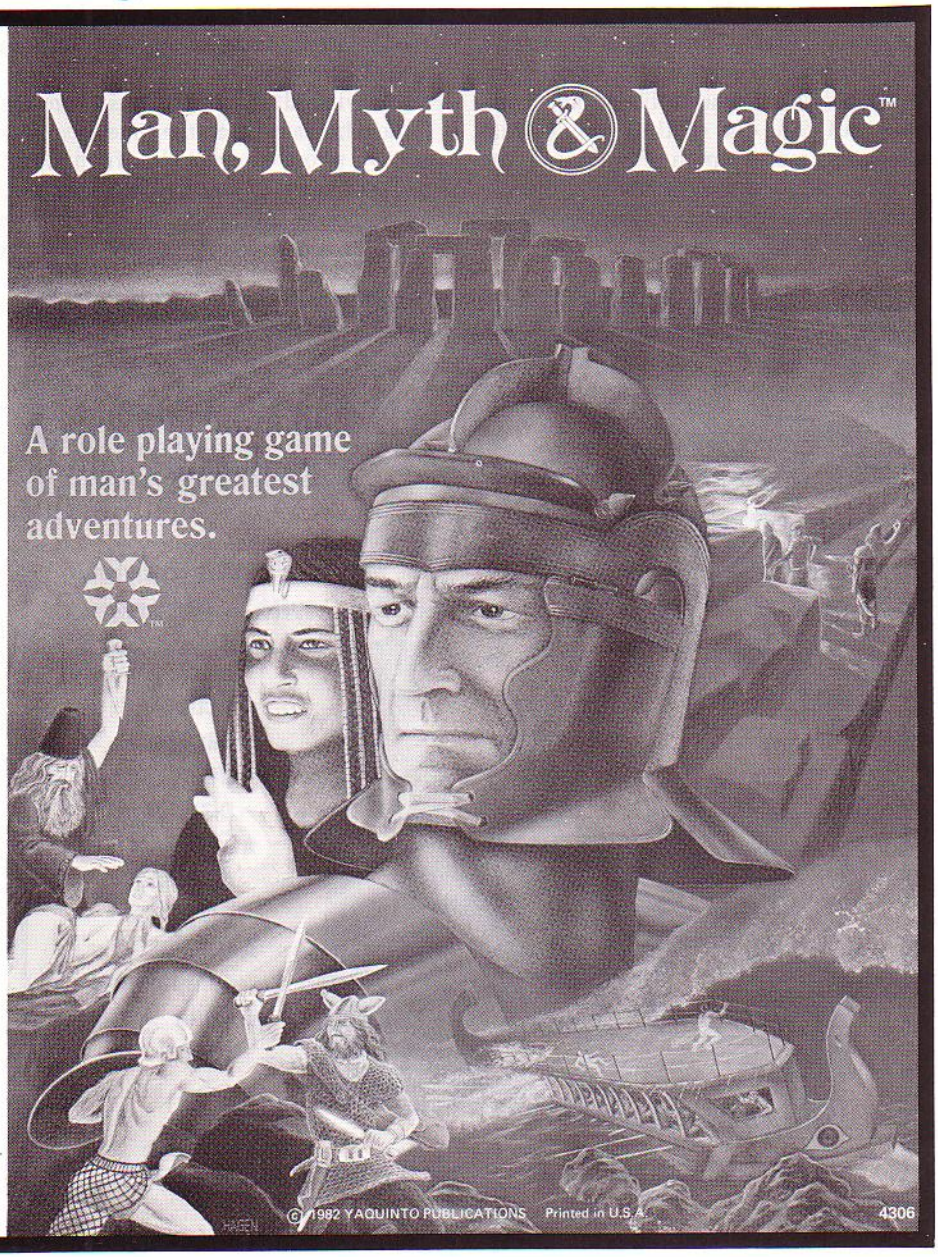
To wind all this up, thanks again to all those who have taken the time to seek me out by phone or mail. It's frighteningly sad that more of you haven't been single women of a certain age living within one hundred miles of my current residence!



All Rules Lead to Rome

Man, Myth & Magic™

Featured Review by Russell Grant Collins



Editor's Note: Early in 1982, Yaquinto Publications, which had hitherto been known for its line of boardgames and Album Games, released two RPGs. ***Pirates & Plunder*** *(reviewed in TSG 56) and* ***Man, Myth, & Magic*** *had very little advance fanfare, but were immediately upon release backed by an extensive and expensive ad campaign, including ads in a major comic book line. Yaquinto personnel have embarked on road promotions, aggressively pushing the games (****MM&M*** *most particularly) to retailers and performing demonstration games at numerous conventions. Puzzling ads which flaunted* ***MM&M*** *designer Herbie Brennan ("whose books on fantasy, science fiction and the occult have earned him an international following. This is the first time that a major fiction writer has turned his attention to building a role playing system from the ground up . . . and the results are staggering!") were run; they were puzzling in that no one on the SJG staff or its immediate environs, SF&F readers all, had ever heard of Herbie Brennan.*

So what is ***MM&M*** *all about?*

Man, Myth & Magic is really two games in one. The basic game, detailed in Book I, is actually a game of gladiatorial combat in ancient Rome. It was designed for people who have never played RPGs before and is similar to ***Runequest***'s "Rurik's Saga" in the way it introduces the game mechanics – step by step, with examples.

In this case, though, the examples involve player-characters, not an NPC. First, the following attributes are rolled on percentile dice for each character: Strength, Speed, Endurance, Intelligence, and Courage. Another attribute, Skill, is mentioned, but since the new characters are untrained, they don't yet have a Skill score. The total of all these attributes is the number of Life Points the character has, indicating how much damage he can take before he dies.

The first adventure example has the characters travel through a disreputable area of Rome on the way to the training camp. Combat is introduced at this point. "To Hit" rolls are made on percentile dice, with these new characters needing an 80+ to hit, and most of their opponents needing around 50+ to hit. The First Strike capacity, the sum of Speed and Courage, is also introduced. Damage done is equal to the number of points by which a hit is achieved, plus extra points varying by specific weapons. If a natural hundred is rolled, the opponent has been killed outright, enabling even the wimpiest character the chance for a lucky blow.

Man, Myth & Magic is a trademark of Yaquinto.

This adventure example involves a couple of simple fights that will not kill even the most novice players unless they insist on doing something really foolish. The first adventure in Book III is foreshadowed if the players attempt to enter one particular building.

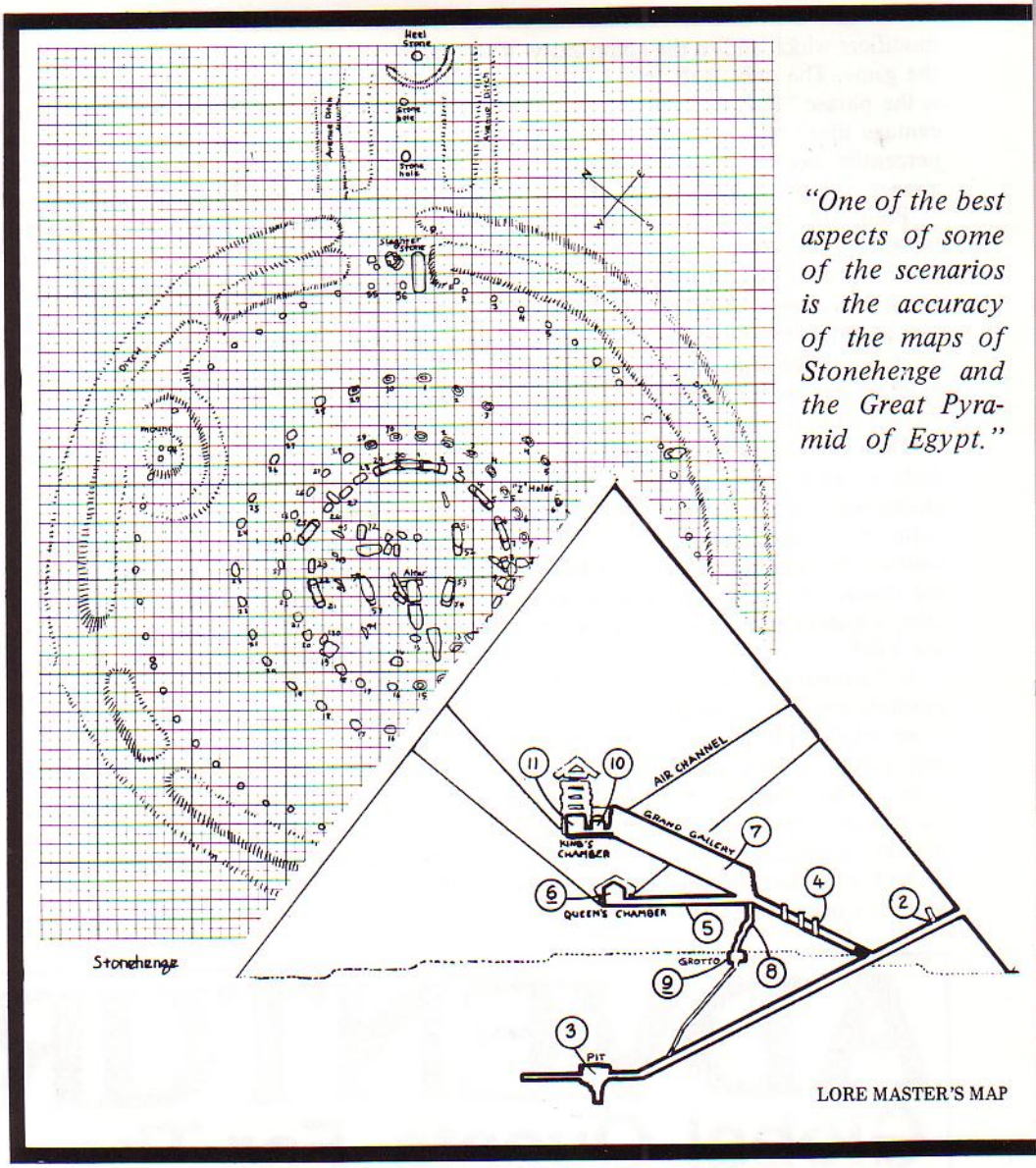
The players' next adventure involves training for the gladiatorial Games; this elaborates on the weapons available to the players. After they finish this training, they roll for the attribute Skill.

In both these cases, the adventure is laid out well enough for the novice Gamemaster (here called the LoreMaster) to simply pick up the book, read through it once, and then run it. The Games, the next adventure for the basic game, are more loosely presented, giving the new LM the chance to be really creative for the first time. Another plus to the basic game is that there is no magic to confuse new players.

In fact, the only problem that I have with the basic game is that the introduction claims the players will be role-playing in the "historical past of our own world." Yet for each set of gladiatorial games, the LM rolls to see which Emperor is presiding over the games; in certain circumstances, the players can decide to have that roll done over! This means that Tiberius, Caligula, and Nero must have all ruled Rome at the same time, taking turns governing over the games as the whim struck, even stepping aside in each other's favor if certain gladiators wished it so. In similar ways the entire game fails as a true depiction of our historical past, particularly when you consider the changes introduced by plentiful magic and players who decide to kill the emperor at the wrong (historical) time. On the other hand, it should be noted that one of the best aspects of some of the scenarios is the accuracy of the maps of Stonehenge and the Great Pyramid of Egypt.

The advanced game introduces ten nationalities, each with three to five character classes, one of which is a Merchant and another some sort of fighter. Unfortunately, there really is little in the text to tell how to run the more exotic classes (aside from special abilities and magic) or what difference, if any, there is between a Greek Merchant, an African Merchant, a Roman Merchant, and so on.

The advanced game also fails in that it drops all its new information on the players at once, including a new attribute, Power, which is necessary to use magic, psychic abilities, and some of the classes' special abilities. Power also helps a player in any action he undertakes, allows him a measure of choice when reincarnated, and gives him a chance to use abilities from previous incarnations. As with Skill in the basic game, players start out without any Power, earning it as they play.



"One of the best aspects of some of the scenarios is the accuracy of the maps of Stonehenge and the Great Pyramid of Egypt."

LORE MASTER'S MAP

Combat becomes more complex, adding rules for encumbrances, wearing oneself out while fighting, striking more than once per round, and aiming blows at various parts of the body. The rules for aiming tend to make it easier to kill your opponent, but no matter how many Life Points he has, the parts of his body have the same amount. This means that occasionally the best thing to do is to just strike at him instead of aiming at all!

All these additions made my head spin, and I'm not a novice player. The book should have told the players as soon as their new characters were created to turn to the first advanced scenario, which was specifically designed to get the players used to the changes from the basic system and to allow them to acquire a little Power.

A couple of interesting touches are the special classes of Sage and Orator. The Sage is the player who knows the game system in and out and can answer any question about it put to him. Here, such a player gets rewarded for his knowledge instead of rebuked for making it hard on the GM. If the other players can't afford to pay for the information, though, the Sage cannot volunteer his knowledge. The Orator must simply be able to talk at length (two minutes real-time) on the situation at hand, thus distracting the NPCs long enough for the players to get the first strike.

Some of the regular classes are also interesting, although others (such as the Greek Philosopher) seem strange or even silly. Also, a couple of classes have the special ability to utter rhyming prophesies on occasion, yet the LM isn't even supplied with such rhymes for the scenarios given. As a GM with no poetic ability, I found such an omission very irritating.

At the end of Book II are a number of optional rules, including 24 more attributes to help round out the characters (although these optional attributes don't add to Life Points) and weapon to-hit

modifiers which add to the complexity of the game. The only fault that I find here is the phrase "Roll two twenty sided percentage dice" which simply means "Roll percentile dice," but at first sounded like a range of 2-40 or 2-200.

Book III, the Adventures Book, contains the aforementioned Basic Adventure and introductory Advanced Adventure, along with a series of three connected Advanced Adventures and advice to the LM on how to gamemaster, complete with random encounter tables and generic maps if he must wing part of an episode.

The adventures are interesting and done in such a way that hack-and-slash tactics won't work. Some of the NPCs are quite interesting; there is an excellent method for steering the players back in the correct direction an episode should take, a system which I feel would work in any FRPG.

Unfortunately, this leads to the worst problem with the scenarios included. The three related adventures require that the players go through them in the correct order. If the players don't do this, then the GM must really work to get them into the next scenario.

And, to make matters worse, the adventure isn't over when you reach the end of the book! The LM is told to buy the sequel to these connected adventures, available wherever he got the game. Naturally, the LM could choose to create his own sequel, but if he is a beginning GM, the final episode will probably seem inferior to the first three. I suspect that most novice GMs won't even try this, instead buying from Yaquinto or giving up the entire field as being full of ripoffs. The scenarios are good and I would buy more on that account, but this method seems to cheat the players who expect a complete game for their nineteen dollars.

Other minor problems involved the percentile dice (so small that they are hard to read and easy to lose), and the maps, which are printed on both sides, so that it is hard to keep the players from learning something by seeing a map from a later part of the adventure. (On the back of the player's map of the house of Livia the Poisoner, for example, is the LM's map of the house of Lolag Shlige, showing, of course, the secret rooms and labelling features of interest. I've never found a gamer without enough curiousity to look at the back of a map he's given, just in case there's something of interest there.)

The game plays moderately well, particularly when the players make the proper decisions to lead them naturally into the next scenario. At other times, it can be a royal pain to try to figure out how to get them back into the main thrust of the presented scenario. The players don't appreciate a GM who has no idea where they're heading.

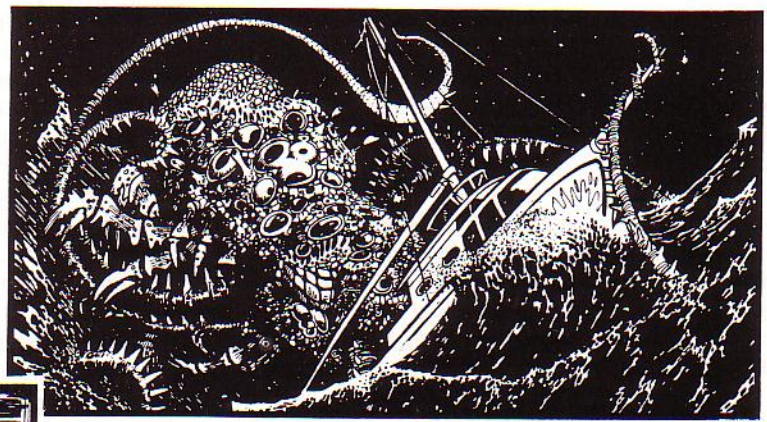
After careful consideration, I find the worst problem with this game is its price. There isn't a great deal of innovation or novelty here except the background, which (because of its errors and shortcomings) is not worth nineteen dollars. If the idea of a FRPG set in the days of the Roman Empire intrigues you, I'd recommend you create one yourself, using whatever system you like best. If Yaquinto lowered the price to about twelve dollars, then I could recommend this game; but as it is, it's not worth it.

MAN, MYTH & MAGIC (Yaquinto Publications); $19.00. Designed by Herbie Brennan. Boxed, with three 8½" x 11" booklets (a 24-page basic rulebook, a 40-page advanced rulebook, and a 52-page Adventures book), two percentile dice, a pad of about 60 character sheets, and 16 8½" x 11" back-to-back maps on one large perforated sheet.

ADVENTURAMA
Global Quests For The Unexplained

Meet new friends, engage in lively discussion, see unusual sights. An experience unlike any you've had before!

$10 TOURS



Silver Twilight Entertainments proudly announces a new, exciting adventure program catering to the most discriminating tastes. Ships leave monthly for such exotic locations as historic Boston, fashionable New York, the rugged Scottish Highlands, healthful Southern California, mysterious Easter Island, and other South Seas vacation resorts. Reserve your place in this wonderful adventure now. Write today for the quest of a lifetime! Complete ordering information is available below.

SHADOWS OF YOG-SOTHOTH
by permission of Arkham House

A GLOBAL CAMPAIGN TO SAVE MANKIND!

Shadows of Yog-Sothoth is a new 80-page book of adventures for the *Call of Cthulhu* role-playing game. It includes three scenarios and complete player information.

CALL OF CTHULHU **SPECIAL DESIGNER'S LIMITED EDITION**

Only 200 in the series! Each one is signed and numbered by the author. Includes the *Shadows of Yog-Sothoth* global campaign.2009-DX . . $35.00

CHAOSIUM INC.

To order **Shadows of Yog-Sothoth** *ask for product number 2010 and send $10 plus $2 for p&h to Chaosium Inc., Box 6302-SG Albany, CA 94706-0302. CA residents must add appropriate 6 or 6½% sales tax. Ask for a FREE GAME CATALOG.*

In the Dark Ages –

People are scattered, and heroes are scarce
Arthur is dead, and Rome has fallen.

From the chaos and rubble, a true leader could carve new

REALMS OF SWORD AND THUNDER

Two games in one!

- Control a barony on the path to political power.
- Play a hero on the quest for personal glory.

An open world of wizardry and intrigue gives you endless possibilities in this new play-by-mail.

You will play both a small nation and the leader of that realm, ready to reap the fantastic opportunities of the Heroic Age. You play in a fantasy European world, ripe for your personal brand of leadership. The REALMS OF SWORD AND THUNDER are the lands waiting to be carved out of chaos by you.

The game is built to let every player try anything at least once. We give you more options than anything else on the market – in a 4 page turn sheet with a full page of individual questions and personal choices.

Economics, population and combat are computer moderated, leaving us free to judge your individual choices and adventures by hand. The world is complete, with its own history, politics and economics. You can hunt for gold mines, negotiate for land, or create new schools of sorcery.

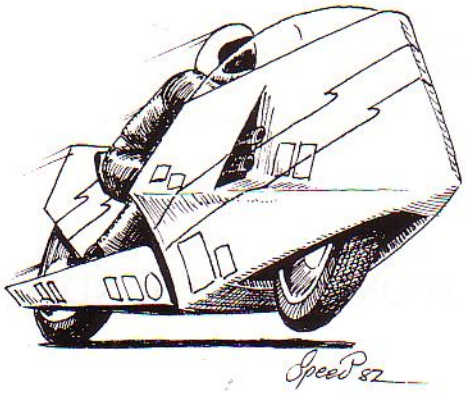
Not only can you play both nation and character, but actions for both are included in every turn. You can personalize each to your heart's content, with your choice of 11 races, 7 heroic professions and 37 trade skills.

Our design is based on the promise that your choices are more important than ours. By practising diplomacy, planning an economy and building your people into a proud realm, you have as good a chance as we do of deciding the future of the world.

SPECIAL OFFER! Only $10 buys you
–the rule book
–setup for your realm
–setup for your hero
–3 turns free!
(usual price of $3 per turn includes turns for both realm and hero)

Send to: EMPIRE GAMES
P.O. Box 6681
Denver, Colorado 80206

Contest Results:



Car Wars Magic Items

In the continuing silly story of "Magic in ***Car Wars***" . . . here they are: the winners of the ***Car Wars*** magic item contest.

This contest was presented in Issue 55, as a companion piece to the "Magic Spells for ***Car Wars***" contest. Entries were judged on humor and originality, rather than power or lack of same.

The winner, who gets a $50 gift certificate from SJ Games, is Theodore Miller:

Tires of Rotation: These tires have 12 DP each, like ordinary solid tires; their cost is a whopping $1,500 each. Their magic abilities are twofold: (1) they will fit any vehicle (even a cycle); (2) damage taken by any Tire of Rotation can be magically given to any other Tire of Rotation on the same vehicle, as long as that other tire has at least 1 DP left before the damage is given to it. For instance, if you have Tires of Rotation on all four wheels, and your right front tire takes 12 hits (enough to blow it out in one shot!), you could assign 3 of the hits to each of the other tires, keeping 3 on the tire actually hit. Damage cannot be traded around *after* it is taken.

Damage to Tires of Rotation cannot be repaired; like other tires, they must eventually be replaced. Tires of Rotation may be used on a vehicle which also has ordinary tires at no penalty to handling, but damage only shifts between the magical ones.

Second place and a $20 gift certificate go to Eric Hunting:

Headlights of Dazzling. These appear to be normal headlights, but are made of some mysterious crystal. When used to replace normal headlights they will work normally, except when a command word is spoken. Their light then becomes dazzling to oncoming traffic. Any vehicle in the normal front-fire arc within a 10" range must roll one die for its reaction:

1 Go to Crash Table 1.
2-5 Decelerate by 30 mph at next turn and pull to side of road.
6 No effect to speed, but no weapons can be fired while headlights can be seen.

No pedestrian who sees the headlights will be able to fire at them while the magical effect lasts.

Sunglasses or binoculars will not negate the effect of these lights. However, looking at them in a mirror, or through an electronic device such as a video camera, but not a targeting computer, will remove the magical influence.

The dazzling effect lasts for two turns after the command word is spoken, and will not work again for three more turns after that. Each driver who sees the headlights must roll once (but only once) for reaction – i.e., if he can still see them on their second turn of effect, he does not roll again.

These headlights are relatively rare, and cost $7,000 when found. They are automatically destroyed if a vehicle's front armor is lost.

Runners-up (and there were some good ones) include:

Tires of Adamantine Grip. Extremely rare; cost $1,000 each. These tires have 16DP and reduce the difficulty of any maneuver by one. They also subtract one from any roll on either crash table. They are otherwise like solid tires.

In addition, at a cost of 2 DP per tire, the tires can dig in and grip the road surface, stopping the vehicle instantly. (This is only possible if all the vehicle's tires are of this type.) This maneuver does 1d6-2 damage to each person in the car (armor applies to this damage), and damages the road surface (effect is that of solid debris) under and for one inch behind the vehicle.

–Stefan Jones

Hypnotic Emergency Light Pulser. Rare; costs $3,000. Destroyed if rear armor is destroyed. Causes rear lights to blink in a strange pattern when car is stopped. Motorists seeing this will not attack unless fired upon, and can often be talked into helping out a stranded driver.

–John C. Hallyburton, Jr.

Magic Missile. Size, weight, etc., like a normal heavy rocket, and does the same 3 dice damage when it hits. However, when fired, it *follows* its target moving at 60 mph. Its fuel lasts for five seconds. The net effect is that, if it can reach a target within the five seconds, it will hit the target unless the "to hit" roll is 2; no range modifiers apply. It can be fired on while in the air, at a -6 to hit; any hit destroys it. Fairly common; costs $500.

–Christopher Wolf

Portable Potholes. Wafer-thin circles of black fabric; they come folded but expand to nearly four feet in diameter. Thrown onto the road, these form instant "potholes" six inches deep. If a car hits one, treat as an obstacle. The potholes are permanent once they hit the road, but if they hit something else, they remain in their harmless fabric form and can be re-folded and saved. Very common; cost $200 each. Up to five can be thrown in one turn, as a "fire action." (If someone uses these, take an appropriate number of one-square debris counters and let him drop them from 3" high. He can do his best to aim them, but where they hit is where they stay.)

–Gary E. Reilly

Wrench of Repairing. Rare; costs $1,000. Contains a bound Demon Mechanic (TSG 51) which will serve the user three times. Can be used in or out of combat.

–David Pulver

Gloves of Skill. Cost $1,500 each; not destroyed in combat unless wearer is burned up. Each glove worn (maximum of 2!) adds one to the handling class of driver's reflexes. If worn by a pedestrian, each glove subtracts 1 from the attack die roll for hand weapons (only).

Sweatband of Coolness. Costs $2,000; cannot be destroyed unless wearer is totally annihilated in some non-fiery way. This item renders its wearer immune to flame of all kinds (lasers, flamethrowers, even burning vehicles). Comes in a variety of tasteful colors.

–Patrick Kurz

ROBOT SAFARI

a big-game scenario
for *FutureWorld*

Welcome to New Tanganyika, homeworld of the famous Robot Safari! As a participant in one of our standard five-day hunting tours, you'll be facing the exciting challenge of tracking fierce and cunning robotic animals, wild game programmed to act and fight just like their live counterparts.

All your hunting needs, including arms, provisions, a hauler and a personal guide, are provided at no extra charge. So prepare yourself for the challenge of Robot Safari — and good hunting!

by Donald F. Harrington

FutureWorld and *Worlds of Wonder* are trademarks of Chaosium Inc.

Speed 1981©

ROBOT SAFARI

This is a scenario for Chaosium's *FutureWorld* system, suitable for three to six beginning characters. Persons intending to play in the adventure (rather than referee) should read no farther.

Referee's Information

Robot Safari could easily serve as the first adventure of a beginning campaign. The premise: The player-characters, who probably don't even know one another, have won in contests or otherwise acquired free five-day vacations on New Tanganyika, a frontier world which houses the Robot Safari, a series of resorts where vacationers hunt robotic animals programmed to behave like their real-life counterparts.

New Tanganyika has a temperate climate, 1.1 Earth-normal gravity, and Earth-familiar life-forms: trees, grasses, bushes, small (and, to humanoids, fairly harmless) animal species, and one humanoid race, the Zalika. The Zalika are meter-tall, blue-skinned individuals, organized into a primitive tribal and extended-clan culture.

Other robotic adventures (of which there are nearly 20) also include Buluzaya Sea whaling expeditions, desert treks, and arctic creature hunts. Port Mayo, the primary gate city of New Tanganyika, is located some 1,000 kilometers south of the base point for Robot Safari expeditions. The base is at point F on the main land map.

The base is a small complex consisting of a maintenance shack, supply warehouse, and living quarters. Here the party is equipped and sent out. Although approximately 20 people work here, there is a 90% chance for everyone, except Buck, the radio man, to be out in the field at any given daylight hour.

The party is given a slightly modified Hauler grav car:

- Carries driver + 6 + almost one ton cargo
- Top speed: 300 meters per melee round
- Defense: 10 points ceramet armor
- Generator: 50 points
- Offense: no mounted offensive guns

The tour guide is a Rumahl male named Larruf. He is 6 terms Army, STR 22, CON 11, SIZ 18, INT 10, POW 15, DEX 10, CHA 10. His skin is armor at 3 points for projectiles, 1 each for laser and blaster fire. Skills: First Aid 60%, Hide 85%, Move Quietly 55%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Pilot 75%, Maintenance 35%. He will be the one to drive the Hauler. He is essentially bored with the whole idea of hunting robots ("Hunting fanged Strundles with only your claws and teeth! Now *that's* hunting!") but will do a competent job of moving the party around. He is unimpressed with Zalika natives and will never consider them a threat. He carries a Heavy Laser Pistol which he can use at 65%. Unknown to both the party and to Robot Safari, Inc., he has included a few unorthodox items in the grav car supplies, "just in case."

The starting point shack has a 10-point radio capable of reaching Port Mayo (1,000 km to the south). The Hauler carries an 8-point radio. Buck, the radio man, has a drinking problem. Since the party is supposed to call in twice a day (morning and evening), there is a chance of the following occurrences (roll 1d6):

1: Buck does not answer, being in a drunken stupor.
2-5: Buck answers with a hangover and is unpleasant, but will act on messages.
6: Buck answers completely drunk – on a roll of 1-4 on 1d6, he will not act on messages, or even remember them.

Characters will be issued their choice of light rifles (and a 4-point Tacpack to energize them, if necessary, 10 magazines if not). Although they can take their own equipment along, Larruf will attempt to stop anyone from using anything other than the laser rifles on standard hunting robots. The Hauler will also be stocked with provisions and water for five days, and medkits for each race represented by the party. Hidden in the supplies are Larruf's "extras" – a semi-portable support blaster, which he handles at 85%, two Tacpacks (9 ENC, 18 energy), and three Scout helmets. The blaster may be mounted in a gun port on the Hauler. At the referee's discretion, flares may be part of the supplies.

The referee should attempt to avoid the players bringing along enough equipment to stock an army. This is supposed to represent a hunting trip, not a tactical combat maneuver. Certainly no more than a few extra weapons and items should be allowed. Keep in mind that this Frontier world will legally allow only handguns or smaller armaments to be carried about. Make sure especially not to let any automatic weapons get in, as they unbalance the scenario tremendously. There is much more leeway for armor (of the physical types).

Encounters

The party will camp at night. During the day, the hunters are subject to the following non-hunting encounters. (Roll each 90 game minutes the party is on the ground. This would be only during the day; at night, most robot animals shut down. Roll 1d6; on a 1-4, an encounter occurs.)

Daytime encounters (roll 1d10):

1: 1d6 Zalika natives with spears, hunting small game. Roll 1d4; on a 1, they are hostile; 2-3, neutral; 4, friendly.

2: One or two natives asleep under a tree from the effect of fushu-weed. They cannot be awakened; each will recover in 3d6 hours.

3-4: One Zalika native who is a member of the Roko sect of non-violence. He will try to attach himself to the party and give people lectures on the sanctity of life, even in its robotic forms. If he is with the party while it is hunting, he may try to spoil the aim of the hunters, etc. No animal will ever attack him.

If he is with the party if it is attacked by anything other than robot animals, he will not fight, but he may try to trip or jostle an enemy at an opportune moment. He is really quite charming and should be able to avoid getting the party truly angry with him. His name is Rundle: STR 6, DEX 13, SIZ 6, CON 11, INT 8, POW 12, CHA 17. He has First Aid at 90%, and Biosciences (for local flora only) at 85%, recognizing local herbs and plants. He will recognize fushu-weed and its effects. He despises fushu-weed, but knows that many of his people treat it as a sacrament to help them communicate with their animal brothers. Rundle is a one time only encounter, and will stay with the party 1d4 days before moving on.

5: A discarded piece of Sauriki equipment lying on the ground, non-functional (i.e., a belt buckle, or a helmet with a hole, etc.).

6: A small grav car carrying a search and repair party of two Robot Safari employees, doing routine maintenance work on the robots.

7: A crudely carved wooden statue of a rhinoceros, painted white, located under a tree. A red spear is plunged into the ground next to it.

8: A malfunctioning robot animal, standing immobile in a lifelike pose. Small clay bowls of flowers have been placed on the ground around it.

9: A small mechanical snake wriggling across the ground.

10: A pack of mechanical monkeys will raid the camp while the party is gone, making a large mess, but doing little damage. The tour guide will recognize the probable cause of the damage when the party returns.

Night-time encounters: Roll 1d6 twice each game night. On a roll of 1-2, roll 1d6:

1-2: The party is awakened by a heavy object crashing through the underbrush; they will not be able to locate it or its tracks.

3: A Zalika in the hallucinatory phase of fushu-weed stumbles into camp and then out again.

4: A small (but cold) mechanical snake will crawl into someone's bedding and stay there.

5-6: Larruf begins to snore so loudly that it will awaken party members.

Notes on the Zalika: Unknown to Robot Safari, the natives have begun worshipping the robot animals in a variety of small sects. The Roko sect is one of the smallest cults and is dedicated to non-violence. Other groups are not so tolerant. If the party meets natives in an encounter, a hostile reaction will usually mean that the natives will glower and mutter at the party. They may even shake their weapons menacingly before disappearing into the bush. And a hunter who strays too far from his allies may find himself in an ambush . . . Roll for natives as described in the section about the Zalika village.

Hunting

Each incident of tracking and/or hunting is assumed to last about one hour of game time. Do not forget that the party is subject to random encounters even while hunting.

Locating the tracks or trail of robot animals requires a successful Spot Hidden by at least one of the party members (the tour guide may be used for this, if necessary). Even if tracks are not successfully spotted, it is assumed that an hour of game time is used up in the searching.

Successfully spotted tracks will be of different animals, depending on the terrain being hunted in. Roll percentile dice and cross-reference that result with these terrain tables:

Swamp / Marsh

0-30	no tracks
31-50	1d3 small crocodiles
51-70	one or two hippos
71-90	one python
91-00	one or two medium crocodiles

Grassland

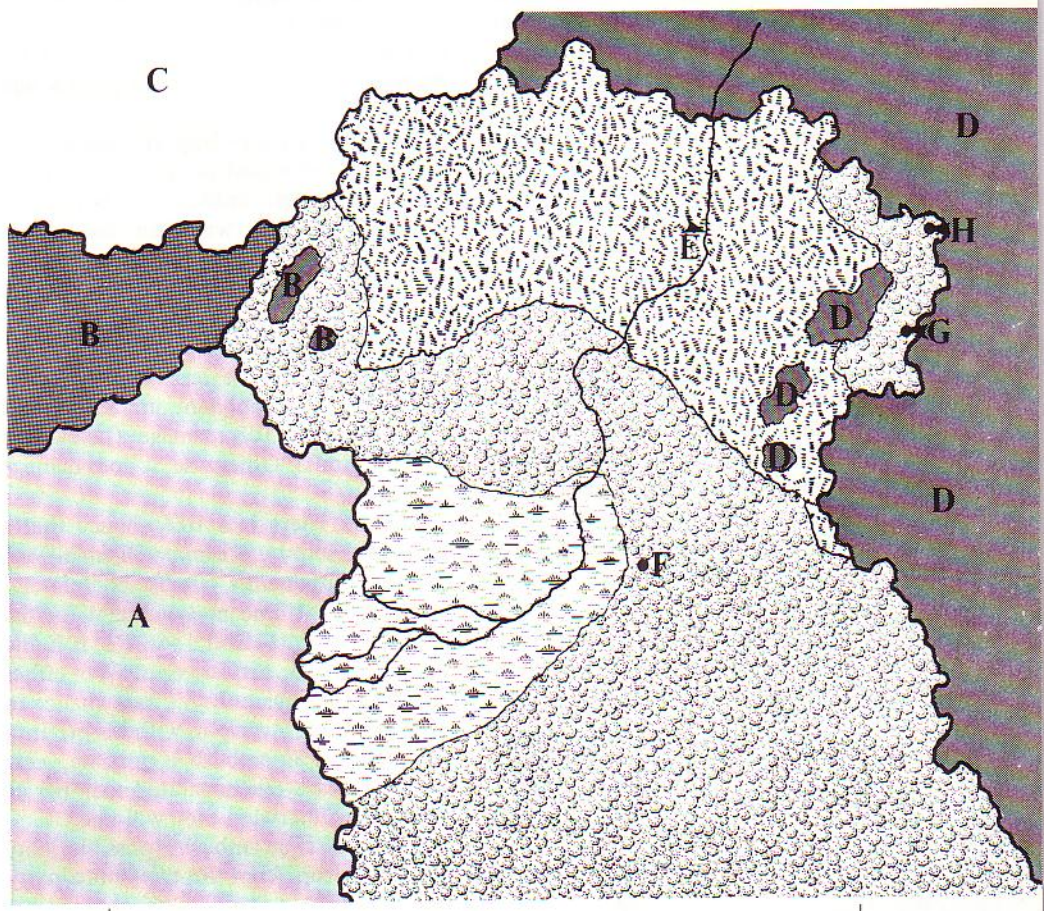
0-10	no tracks	56-75	1d4 lions
11-25	1d6 gazelles	76-90	1d3 elephants
26-40	1d3 jackals	91-00	1d6 baboons
41-55	1d4 wolves		

Jungle

0-20	no tracks	55-73	1-2 leopards
21-35	1d8 monkeys	74-90	1-2 boars
36-54	1d3 tigers	91-00	1d3 gorillas

If the characters follow the tracks, it will be necessary for each stalking member of the party to Move Quietly success-

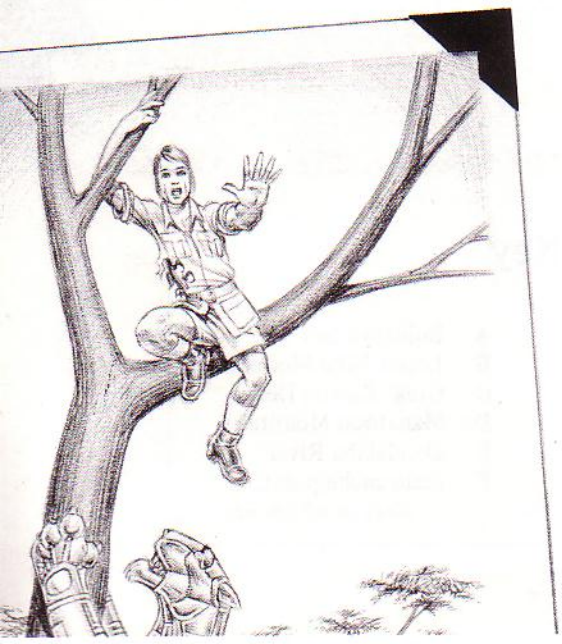
The Greater Robot Safari Preserve



fully. If anyone fails his roll, the animal(s) will detect the party approaching and cannot be surprised; if the animal is a python, leopard, or jackal, it may prepare for an ambush (see the individual animal sections for more details).

Once on the trail, a Listen roll should be made by each party member. If no one makes his roll, the robot animal(s) will attack with the advantage of surprise, gaining one free attack. If the roll is made, then a party member will hear the robot animal(s) moving somewhere ahead on the trail. At this time, party members should try to Spot Hidden. If any members fail this roll, then the party and robot animal(s) encounter each other simultaneously, giving neither side an advantage in attack. An animal which is hiding in ambush is harder to spot and harder to hear; add 20 to both rolls under these circumstances. If the Spot Hidden is successful, then the party can see the robot animal(s) on the trail and attack with the advantage of surprise, gaining one free shot. If, for any reason, the party should attempt to flee from a robot animal, it will not follow them.

While in the jungle and swamp, due to the heavy vegetation, characters should have an unobstructed shot for only about 15 meters in any direction. Unless the animals surprise or ambush the party, that is the distance at which they are first encountered. While in the swamp, it's necessary to add 10 to all Spot Hidden rolls, since there are more hiding places available. This is cumulative with increased rolls for ambush. In the grasslands, grass can grow to a height of four feet, though not all of it does. There, characters should have about 30 meters of clear line of fire in all directions before the grass becomes too thick to see through.



Individual animal actions:

Baboon: Baboons will fight until half their cumulative hit points are lost. They will then flee in random directions.

Boar: Boars are very fierce and will always fight to the death. They will attack whomever is closest to them at the time.

Crocodile: A successful bite by a crocodile indicates that it has clamped onto the party member and will not let go. It will try to drag the party member off (3 meters per melee round on a successful roll versus the crocodile's strength and the character's size on the resistance table). The party member continues to take 1d3 hits for each turn he is so held. After 25 meters, the crocodile reaches water and the victim will drown eventually.

Elephant: One elephant of a group will always try to engage the party while the others attempt to escape. If this ruse fails (for example, if all the elephants have been surrounded), all the elephants will attack.

Gazelle: Gazelles leap and bounce, so 10 should be added to all "to hit" rolls. Gazelles will fight until one of their group is destroyed; they will then flee in random directions.

Gorilla: A successful Fist by a gorilla may be treated as a grab. If the gorilla's strength can successfully overcome its opponent's size on the resistance table, he will carry his opponent up a tree and drop him for 1d8 damage (takes two melee rounds). Otherwise, it does damage as a fist.

Hippo: There is a 10% chance that a successful bite by a hippo will engulf one of the opponent's limbs completely, rendering that limb incapacitated for the rest of the fight. Roll 1d6: 1-2, it is the weapon arm; 3, the other arm; 4-6, either leg. A person has only his base chance to hit while using a weapon with his off-arm.

Jackal: If an ambush is possible, jackals will attack one separated member of the party. Otherwise, they will flee.

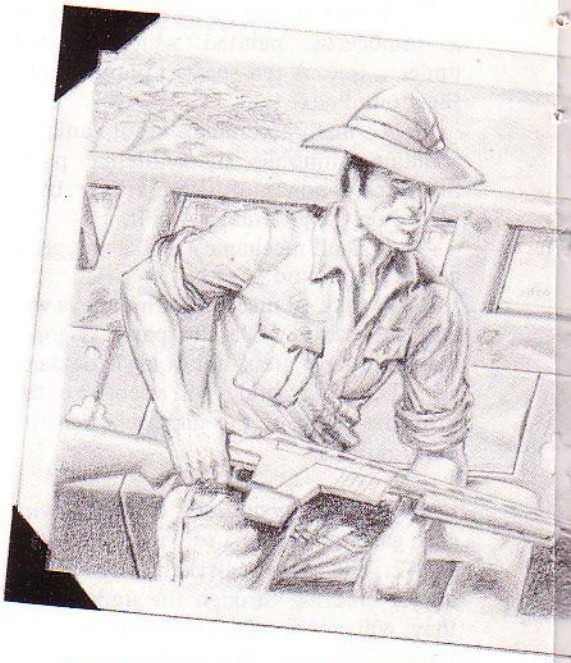
Leopard: If an ambush is possible, leopards will drop from the trees onto party members. There is a 40% chance that the party member so attacked will drop his weapon at this time.

Lion: Lions will try for 2:1 odds on whomever they attack (i.e., two lions will try to attack the same person).

Monkey: Monkeys will stay in the trees and throw disgusting things at the party (no damage done except to pride). If shot at, they will swarm out of the tree and group-attack a single party member. They will flee upon loss of half their hit points, and the entire band will flee when one-third have been so wounded or killed.

Python: If an ambush is possible, pythons will drop from trees on party members, with a 50% chance that the member so attacked will drop his weapon at that time.

Tiger: Tigers fight to the death. They will not run.



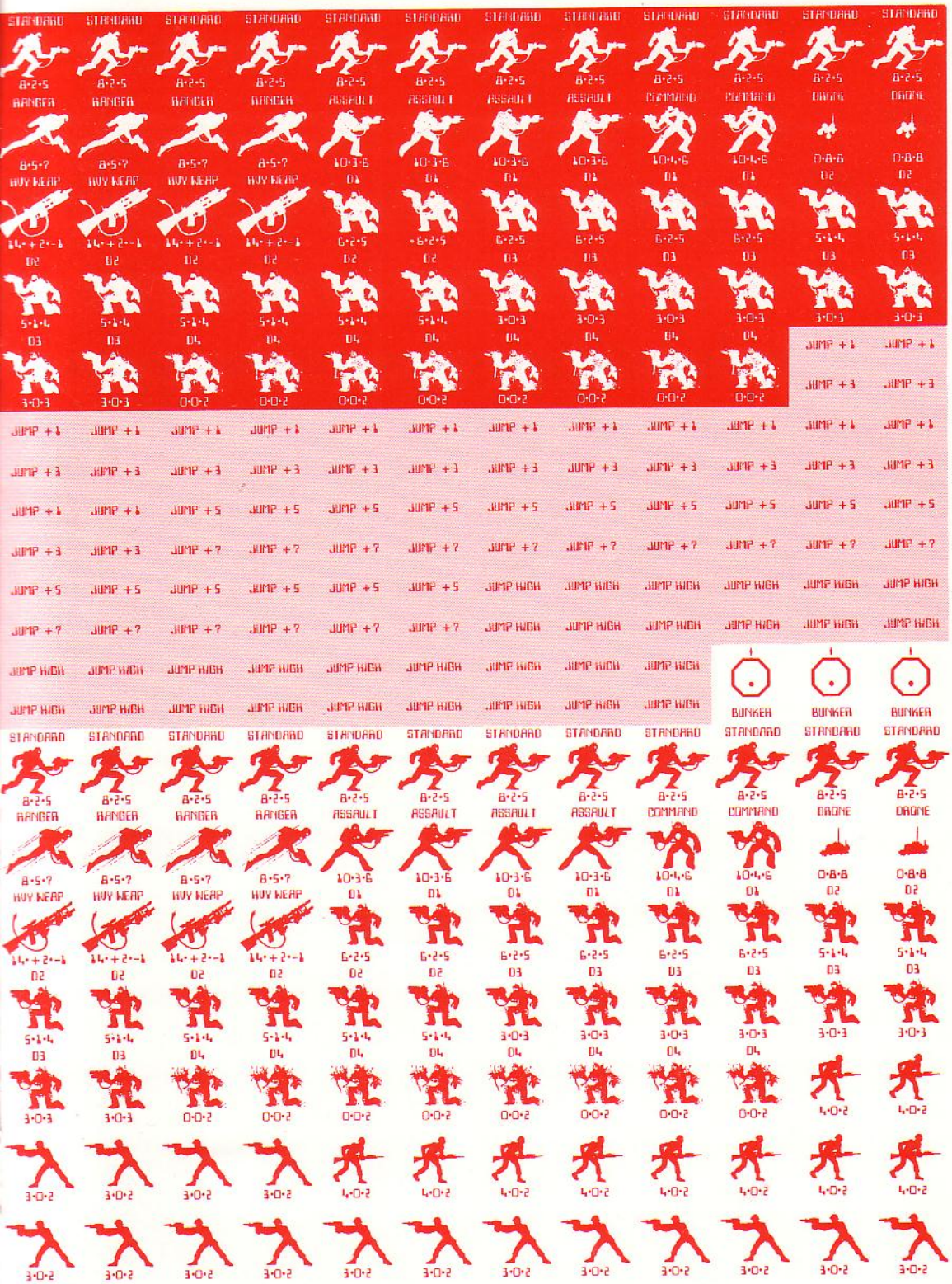
Wolf: Wolves will always mass their attacks on the weakest party member they can reach. They will flee upon loss of two-thirds of their hit points, and the entire pack will flee when one-third of its members are so wounded or killed.

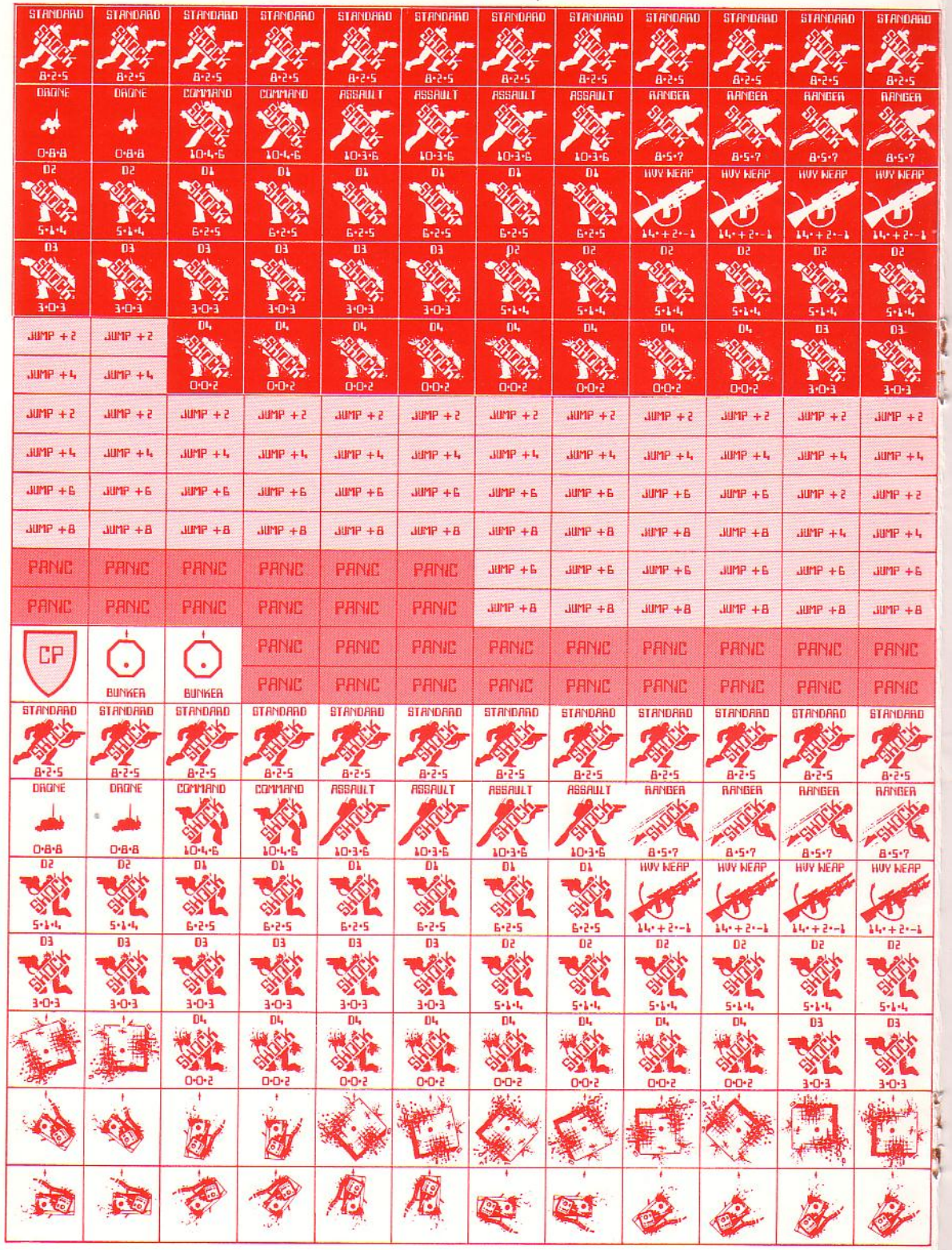
Statistics are listed alphabetically by animal in the following chart. Sample hit points are included; robots stop functioning at 0 hit points. Party members may, at their discretion, choose not to follow a certain set of tracks. In that case, there is no animal encounter, but an hour of game time will pass nonetheless.

Course of the Adventure

Player characters should have no idea that this is anything more than what it seems – a holiday in the jungle. Some time may be spent in meeting everybody at the main camp site. It is possible to purchase most anything at the starting point other than heavy armaments and ceramet armor but, once again, encourage those items appropriate to a hunting excursion, rather than full-scale warfare. The light rifles and ammo mentioned earlier are included in the cost of the expedition – player-characters will not have to purchase them.

During the first and second days, the


STANDARD
8·2·5
RANGER
8·5·?
HVY WEAP
14·+2·-1
D2
5·1·4
D3
3·0·3
3·0·2
ASSAULT
10·3·6
D1
6·2·5
D2
3·0·3
D4
0·0·2
COMMAND
10·4·6
D1
6·2·5
D3
DRONE
0·8·8
D2
JUMP +1
JUMP +3
JUMP +5
JUMP +7
JUMP HIGH
BUNKER


STANDARD 8·2·5
DRONE 0·8·8
COMMAND 10·4·6
ASSAULT 10·3·6
RANGER 8·5·7
D2 5·1·4
D1 6·2·5
HVY WEAP 14·+2·-1
D3 3·0·3
D4 0·0·2
JUMP +2
JUMP +4
JUMP +6
JUMP +8
PANIC
CP
BUNKER

Please send me *The Space Gamer, Fire & Movement,* and/or *Autoduel Quarterly* for (circle applicable rate and magazine):

	U.S. Addresses			Other Foreign Addresses (Surface Mail)		
	Rate	Circle		Rate	Circle	
4 issues	US $ 10.00	ADQ		US $ 12.00	ADQ	
12 issues	US $ 21.00	TSG	F&M	US $ 26.00	TSG	F&M
24 issues	US $ 39.00	TSG	F&M	US $ 49.00	TSG	F&M
Lifetime subscription	US $250.00	TSG	F&M	US $260.00	TSG	F&M

If this is a resubscription, please check here ☐

Payment is by: ☐ check ☐ money order ☐ credit card. Total enclosed: _____

ALL PAYMENTS MUST BE IN U.S. DOLLARS

Name _____

Address _____

City _____ State/Province _____ Zip Code _____

☐ Charge my MasterCard ☐ Charge my Visa

Account number _____ Date expires _____

Signature _____

If you are charging your subscription to MasterCard or Visa, just put a stamp on this card and mail it. If you are paying by check or money order, please put the check and this card in an envelope and send it to the address on the other side.

PLACE
20-CENT
STAMP
HERE

STEVE JACKSON GAMES
BOX 18957-T
AUSTIN, TX 78760

party may hunt and explore, using the random encounter tables described above. The second evening out will be the time a garbled report comes in from a drunken Buck back at the base. He will describe, in vague and uncertain terms, reports of a larger-than-usual robot acting in an aberrant manner somewhere on the preserve. He will also report small creatures living in the radio.

The morning of the third day, the crippled Scout grav car, the *Rachel,* will pass overhead and its crew will stop to talk.

Their camp was trampled by an unknown hostile robot during the night. Their radio was destroyed in the attack, so they are trying to notify all the hunting parties that they know of in the vicinity. Jarm, the foreman, is unhurt, but his mechanic, Slirt, is seriously injured, and lies unconscious in the grav car, hooked to a medkit. The grav car itself was damaged in the incident. Jarm cannot identify the robot – it seemed similar to an obsolete rhino, model D-78, but larger and subtly different. Certainly, its programming is aberrant, as robot animals are not supposed to be able to make night attacks. Jarm will not stay, but will fly off to take Slirt to medical care. He will tell the party the location of the attack, however: a site 10 km northwest of the Zalika village.

Once the party arrives at the site (if they do – and the referee should subtly encourage this), they will see a bunch of unfamiliar robot footprints, about 18 inches across, all over the ground. Some trees will be bent over and broken off around the site. While the party members are exploring, a group of 1d4 + 1 natives from the village will appear and invite the party over for a feast. They will claim no knowledge of the incident, but will point out that some of their hunters have seen something. The strange tracks will lead into stony ground nearby, where they disappear.

If the party refuses to go to the feast, the Zalika villagers will follow them until they camp for the night. Under cover of darkness, they will attempt to sabotage the grav car, etc., just as described below. They will attack if discovered in this activity. Come morning, the Great God will appear at the campsite – see below for details.

If the party goes to the village, the local chief and his wife will greet them personally. There will be no other female or young Zalika visible. The shaman will not greet the party, but they notice him glaring at them from time to time from the vicinity of the religious hut. The other Zalika will seem friendly enough.

At the feast that evening, the natives will serve a variety of food, some varieties strange and noxious. They will not be offended if party members bypass the roast worms in calaska-shell, for example. However, they will also serve an alcoholic beverage brewed from a fruit chewed by the females and spit into gourds. The chief's young wife is industriously doing this very thing at that moment. This drink is called fiss, and is so vile that there is a 10% chance that drinking it will make party members physically ill. However, if they refuse to drink, the natives will become offended and will sulk off to their huts. Fiss will make party members mildly intoxicated and will give them horrible hangovers in the morning (subtract 2 from dex for 1d6 hours after awakening).

However, it is all a ruse to keep the party occupied. The village, under the urging of the shaman, is determined to stop the party from hunting anything, much less the Great God himself (the rogue robot). During the evening, they will attempt to sabotage the grav car. If undiscovered, they have a 10% chance to render the grav car non-functional, and a 50% chance to break the radio. Even if they fail to destroy anything, the intention will be obvious. They will especially try to steal any weapons, charges, or Tac-packs that they can find. If discovered in this process, they will attack. At all times, there will be small groups of natives patrolling the bush who will attack any party members sneaking about. Any captured members will be taken to the shaman's hut, where the shaman will attempt to make them eat fushu-weed.

Come morning, the village will be empty of natives, who are now all hiding in the bush. Before the party has a chance to leave, the rogue robot will show up from the direction of the fushu-weed plantation and attack. As it attacks, the natives will come forth from the bush and cheer for the Great God, as they call it. They will throw spears if possible. If the battle is going against the Great God, they will join in the fight. If the Great God is destroyed, they will drop their weapons in dismay and throw themselves down to the ground next to its body. They will offer no further resistance at this time. If the party takes to the air in its grav car when the rogue attacks, it will move under cover and not offer them enough noise to track from the air. If the party does not follow and destroy the rogue, it will be available as a weapon to the Sauriki at the plantation.

The Great God: STR 36, CON 75, SIZ 40, DEX 9, 6-point ceramet armor, speed 32 m/MR. Rams large objects at 80% for 3d8 damage, uses its horn at 70% for 3d6 damage (can impale), and tramples at

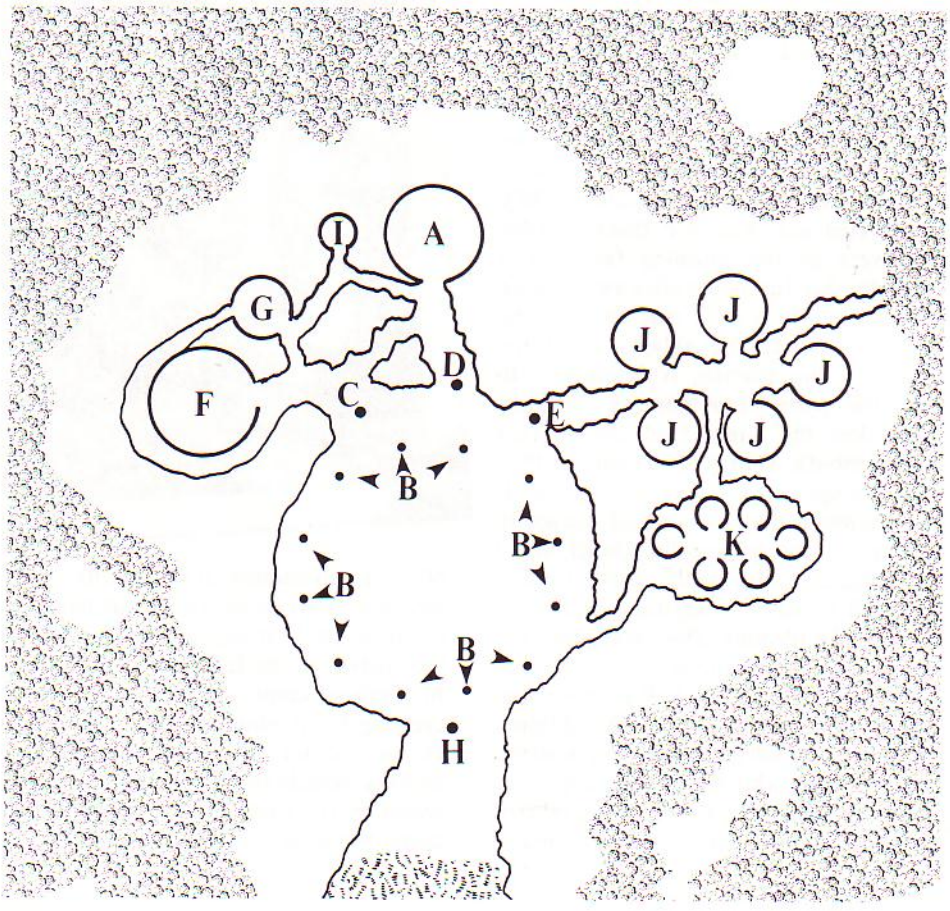
60% for 2d6 damage. It started life originally as a rhino model D-78, but has been enlarged and strengthened by Sauriki technicians at the fushu-weed plantation. In hollow compartments inside, it is carrying ten pounds of dried fushu-weed, as the Sauriki have been using it as a delivery vehicle to get the drug to confederates on the edges of the preserve. From there, the drug is carried into Port Mayo.

Tracing this particular drug flow is beyond the scope of this adventure, but would be a logical theme for a subsequent adventure. Also hidden inside the rogue is a small transmitter that will turn off the sensors at the canyon mouth of the Sauriki plantation. Characters have chances at their Communications skill level to recognize, and thus make use of, this item.

In any case, the rogue will leave a clear trail that the party may follow to the fushu-weed plantation. If the party goes back to the starting point to restock or get heavier equipment, the fushu-weed plantation will be deserted when they arrive there. If they go straight there, it will be occupied by the Sauriki and 15 Zalika slaves as described in that section.

Fushu-weed will be recognized easily by anyone with Bioscience skills. If no one in the party can, then Larruf may have had some acquaintance with it in the past. If eaten, it will cause hallucinations within an hour, which will continue for about eight hours. These hallucinations may be very violent and unpleasant. Afterwards, a victim will sleep for a number of hours equal to 26 minus his constitution. It creates a tremendous addiction among humans, a mild one in Rumals. The Zalika treat it as a sacrament.

The Zalika Village



The Zalika Village

(A) The chief's hut. This is the hut of the chief, Zaltal, of this small tribe of Zalika. He is STR 10, DEX 13, SIZ 9, CON 11, INT 14, POW 8, CHA 15. He carries a stone dagger (75% skill) and can use a spear (80% skill). He is dressed in a bright red loincloth, with another strip of the same fabric tied around his head. There is a white circle painted on his left upper arm, and he wears a necklace of small animal skulls. With him is one of his wives, Zugu, STR 6, DEX 10, SIZ 5, INT 8, POW 10, CHA 13. She is the only woman presently in the village, as all the others have been sent to hide in the bush. She can throw stones at 60% for 1d3 damage.

Inside the chief's hut is a heavy laser pistol with 11 charges left in it. The chief can use this pistol at 45%; all others, at the base chance. He will use it in battle, and will try to steal more charges for it, or a Tacpack.

(B) These are stones about .5 meters large, painted white, and placed on the perimeter of the main meeting area.

(C) This is a stick about four feet tall, painted, and stuck in the ground. It is painted black on the bottom half and red on the top half, with a row of white dots going up the side that faces the main meeting area. It has a crude carving of an unidentifiable animal's head, painted red, on top of it. This stick is sacred to the Zalika, and they will try actively to prevent any close examination of it by members of the party. The other painted sticks (D, E, and H) are not sacred, and the villagers will not mind if the party should examine any of them.

(D) This is a stick about four feet tall, stuck in the ground. It is painted bright blue all over, with a single white band about two inches wide painted halfway up the stick.

(E) This is a stick about four feet tall, stuck in the ground. It is painted solid blue, with a row of white dots painted up the side that is facing the main meeting area.

(F) This is the religious hut of the tribe. Inside, a curtain made of a plant similar to bamboo separates the west and east halves of the hut. The eastern half contains a large tree trunk lying on its side, but otherwise painted just as stick C. Inside the trunk, in a secret compartment, are two light and one heavy laser rifles, with no charges or Tacpacks. Villagers will attempt to steal charges or Tacpacks from the party's grav car if they can, and then use these weapons. A number of unidentifiable animals are painted in white on the inside walls of this half. There are a couple of clay lamps scattered on the floor. In the western half is a small altar (about 1' by 1' by 2') set in the middle of the curtain. There is a crude carving, painted in white, of an animal vaguely resembling a rhinoceros on top of the altar. There are also two clay bowls on the altar. One contains dry specimens of fushu-weed, recognizable by anyone with Bioscience skills. The other contains what appears to be water. In reality, the water has had fushu-weed soaking in it for about a week before. Anyone who drinks this will suffer all the regular effects of fushu-weed for twice the regular duration.

(G) This is the hut of the village shaman, Sumtai, STR 6, DEX 12, SIZ 7, CON 13, INT 12, POW 16, CHA 12. He has no fighting skills at all. During the day, there is a 50% chance that he will be in the shrine, worshipping. He violently hates the Roko sect. He wears a white stone on a leather thong around his neck, and has a green star painted on his left shoulder.

(H) This is a stick about four feet tall, stuck in the ground. It is painted green on the bottom half and blue on the top half. The very top two inches of it are painted bright red.

(I) This is a privy used only by the chief and shaman. The seat is painted white.

(J) These are the huts where the regular warriors sleep. There are usually 5-6 small bedding areas in them and some odds and ends of pottery.

(K) These are small storage huts. They contain clay vessels of grain and water. There is a chance that some vessels will contain fiss, the native drink.

General Information: All huts are made of dried wood and grass. The walls have a resistance of 6, the roofs 4. The center pole will have a resistance of 12. There are many gaps in the walls. Huts are circular, with conical roofs of thatch. They are about four and half feet tall at the outer edge rising to a point at the center pole of about 6 feet. There is a 20% chance that a stray laser or blaster shot might set a hut on fire. If so, it will be a complete loss in 25 melee rounds. Besides the chief, his wife, and the priest, there are 20 plus 1d6 Zalika warriors in the village. They are STR 1d6 + 3, DEX 3d6, SIZ 1d6 + 3, CON 1d6 + 5, INT 2d6, POW 3d6, CHA 3d6, They will have spears 60% of the time and bows 40% of the time, with 3d6 arrows apiece. Also, they all carry stone daggers. They will have 50-70% skill with the spear, 60-80% skill with the bow, 40-60% skill with the dagger. They will throw one spear and melee with the other. The chief will use his pistol. If charges or a Tacpack have been found, random warriors will be using the laser rifles and any captured weapons at their base chances. Villagers will have Survival skills, Stealth skills, and First Aid at 45-65%.

The Fushu-Weed Plantation

The plantation is located in a pocket canyon obscured by heavy brush (some put there by the Sauriki themselves). The rogue's trail will no longer be visible from the air once it hits the small hills in front of the canyon. It can be followed on foot all the way through the brush into the canyon. Located at the Xs on the edge of the jungle are sensors that can sound an alarm when an object greater than 5kg passes within 15 feet of them. They are visible to someone from the jungle edge on a Spot Hidden. The transmitter from the rogue will keep the alarm from sounding if it used in this vicinity. Destroying the sensors will set off the alarms, but they have a magnetic force field which shields them from blaster fire (i.e., from the cliff blaster). A grav car may be flown through the mouth of the canyon into the plantation, if desired.

Fushu-weed grows on many of the Sauriki planets, but seems to thrive on this planet with its mild climate. It has only a mild purgative effect for the Sauriki. They are quite aware of its addictive nature to humans, however, and are running this plantation to keep supplying Port Mayo and elsewhere.

(A) These are the living quarters of S'herge and G'hun'rr, the guards for the plantation. Both are six-term Army. Inside the building are two beds, a common dresser, a stack of empty Saurikan liquor bottles carefully piled in interesting shapes, and heaps of dirty clothing. There is a small grimy window to the south. On one wall are a number of pictures of female Sauriki in various states of undress. At night, either S'herge or G'hun'rr will be sleeping here while the other is out manning the cliff blaster. During the day, there is a 30% chance that one of them will be inside, but the cliff blaster is always manned.

S'herge: STR 13, CON 11, SIZ 12, INT 18, POW 8, DEX 15, CHA 15, move 20 meters per melee round. Armor: ceramet plus skin (P-8, L-8, B-8). Weapon: heavy laser rifle at 80%. Skills: First Aid 55%, Hide 40%, Move Quietly 45%, Climb 60%, Fist 50%, Listen 60%, Spot Hidden 55%, Throw 50%. Tackpack: ENC 6, energy 12. Equipment (ENC): rifle (2), magazine (½), armor (3), tacpack (6), jump pack (2).

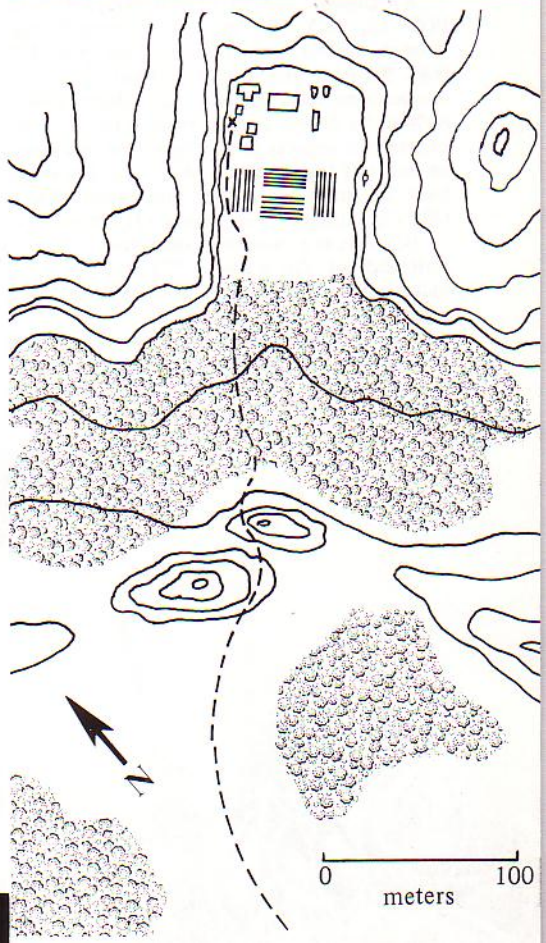
G'hun'rr: STR 9, CON 11, SIZ 8, INT 13, POW 13, DEX 17, CHA 11, move 20 meters per melee round. Armor: ceramet plus skin (P-8, L-8, B-8). Weapon: heavy blaster rifle at 65%, guided missile at 55%. Skills: Hide 70%, Move Quietly 75%, Jump 50%, Climb 50%, Fist 55%, Listen 60%, Spot Hidden 55%, Throw 60%, Pilot 75%. Tacpack: ENC 6, energy 12. Equipment (ENC): armor (3), rifle (3), two magazines (1), guided missile (2), tacpack (6).

Both S'herge and G'hun'rr are members of the Srundit sect, dedicated to the overthrow of the Empire.

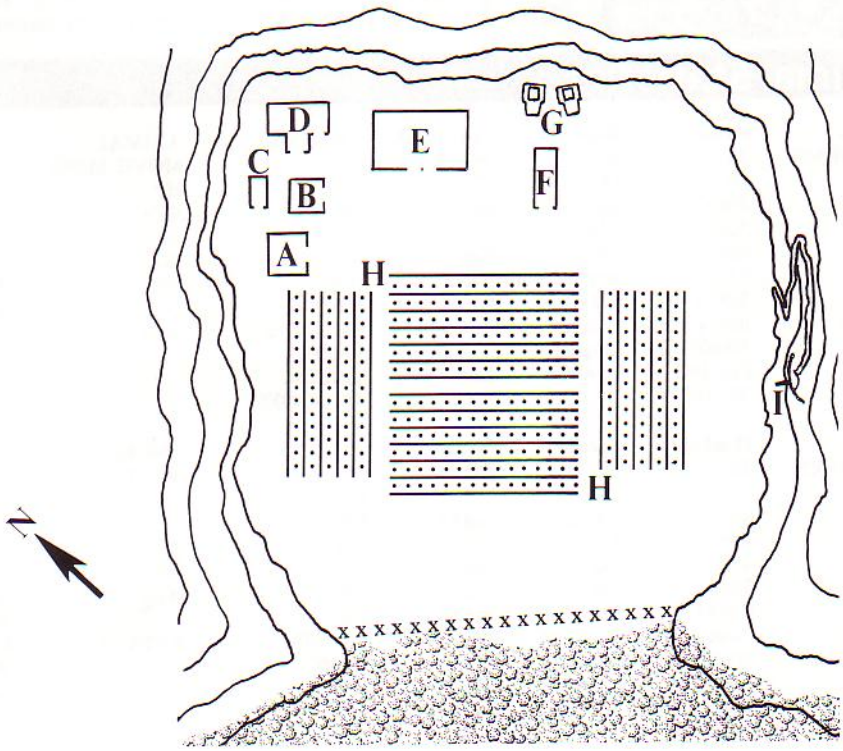
(B) These are the living quarters of the two agricultural Bioscience experts, overseeing the growth of the fushu-weed crops and experimenting to develop new, more potent strains. They are Strumihls, a Sauriki male, and S'hrengeser, a Sauriki female. They are soliticious of the well-being of the Zalika in their own way, and will even go to risks in order to save any of the natives from harm. They think that harming humans, however, is a good and noble thing, and will help in such activity to the best of their limited abilities.

Strumihls: STR 13, CON 10, SIZ 9, INT 16, POW 11, DEX 13, CHA 10, six-term Science man. Armor: ceramet plus skin (P-8, L-8, B-8). He carries a laser pistol with pearl handles which he likes to spin on one finger. He is only a mediocre shot with it, however, being at a 50% skill level. Equipment (ENC): heavy laser

Path of the Rogue



Sauriki Fushu-Weed Plantation



pistol (1), armor (3). Skills: Biosciences 85%, Computer 50%, Maintenance 50%.

S'hrengeser: STR 11, CON 9, SIZ 11, INT 13, POW 10, DEX 14, CHA 10, six-term Science woman. Armor: ceramet plus skin (P-8, L-8, B-8). Skills: Biosciences 80%, Pilot 75%, Communications 50%. She can use a blaster rifle at 65% and a dagger at 75%, thrown for 70%. She carries two daggers at all times, one in a sheath on her left leg, one in a sheath hidden in the back of her tunic collar. Equipment (ENC): rifle (2), magazine (½), armor (3), daggers (1).

(C) This is a two-seater outhouse. Grafitti is scribbled on the walls – "This place would make humans homesick," "Skukie does it with a spoon," etc.

(D) This is the kitchen and dining area and sleeping quarters for Skukie, the camp's cook, handyman, and lizard of all trades. There is a stove, dining table, six-odd chairs. and food stores all stuffed in here. Skukie's cot is stuck in a little closet in the back. Skukie is not much of a cook, but nobody says so to his face, as when he is mad, his cooking gets even worse.

Skukie: STR 13, CON 10, SIZ 8, INT 16, POW 14, DEX 13, CHA 10, a six-term civilian. Skills: Maintenance 65%, Robotics 75%, Communications 70%, Pilot 45%, Cook 45%. He wields a meat cleaver at 65% (treat as a small ax) and a projectile magnum which he can use at 60%. He is the one who programmed the rhino.

(E) This is an open warehouse where dried fushu-weed and various farming implements are stored.

(F) This is the slave barracks where the 15 Zalika natives are kept at night. Though they are kept chained, they are not treated badly, other than having to eat Skukie's cooking. They steal enough fushu-weed while working to keep themselves satisfied. During the day, they will be working the fields or clearing out underbrush, etc., to expand the plantation. At night, they are chained up in the barracks. Roll their characteristics as explained in the section on the Zalika village. If they are freed or have a chance to escape, they will run into the fields, grab all the fushu-weed they can carry, and scurry into the brush. They will not fight.

(G) These are two Scout-size grav cars. If the plantation is attacked, the Sauriki will probably try to get to these cars in order to escape.

(H) These are the present fields where fushu-weed is grown. The present crop of fushu-weed is about 4 to 5 feet tall.

(I) The gun emplacement which either S'herge or G'hun'rr will be manning. It is about 40 feet up the cliff face and is well hidden. It will require a Spot Hidden for the party to see it before it opens fire. In it is a heavy support blaster, permanently mounted on a swivel. At this height, it commands all of the valley except for the cliff face on which it is placed, the path leading up to it, and about 15 feet out from the base of the cliff. There is a pair of scanner goggles kept permanently at the emplacement. If the sensor alarms go off, a display at the blaster will pinpoint which sensor; whoever is manning the emplacement will fire at that area, doing damage to anyone within 3 feet of the sensor. Both S'herge and G'hun'rr handle the blaster at 70%. The blaster is mounted in a bunker with a 30-point door and 40-point walls. The face of the bunker is not accessible from the cliffs, though the door is easily reached from the path.

General Notes: All buildings have 15-point walls and 10-point doors. The pre-fab construction will not burn, but the fushu-weed fields may be set aflame. It will take 10 melee rounds for the fire to completely cover one of the four fields, which will then burn for 30 to 40 melee rounds.

Ending the Adventure

Destruction of the Zalika village will undoubtedly bring some sort of official inquiry, but unless the players have been unusually blood-thirsty, they should not get into any legal trouble as a result. Robot Safari officers will frown on the incident, though, hoping to maintain peaceful relations with the Zalika. Many more scenarios are possible as the Zalika cults and sects grow and develop.

If the fushu-weed plantation is destroyed, some sort of reward from civil and military authorities should be forthcoming, based on the referee's discretion. There may also be offers of employment as a result of a successful engagement at the plantation.

Criminals may wish to sneak some fushu-weed for themselves or for sale, etc. It is at the referee's discretion how much of this behavior to allow. Current cash value of the entire crop is over one million credits.

Animal Statistics

ANIMAL	Baboon	Boar	Croc (Med.)	Croc. (Sm.)
MOVE M/MR	24	36	36	36
HP	10	16	27	17
STR	2d6+2	4d6	6d6+3	4d6+1
DEX	3d6	3d6	3d6	3d6
SIZ	2d6 + 1	4d6	6d6	4d6
POW	3d6	3d6	3d6	3d6
CON	2d6+5	4d6+3	6d6+6	4d6+4
ATTACK	Bite 1d6+2 30-60% Fist 1d3 30-50%	Tusk 2d6 (impales) 30-60%	Bite 3d6 30-60% Lash Tail 1d6 30-40%	Bite 1d6+2 30-60% Lash Tail 1d3 30-40%

ANIMAL	Elephant	Gazelle	Gorilla	Hippo
MOVE M/MR	36	40	24	36
HP	16	10	13	17
STR	4d6	2d6+2	3d6+1	4d6+1
DEX	3d6	3d6	3d6	3d6
SIZ	4d6	2d6+1	3d6	4d6
POW	3d6	3d6	3d6	3d6
CON	4d6+3	2d6+5	3d6+4	4d6+4
ATTACK	Tusk 2d6+3 30-60% (impales) Trample 2d6 30-40%	Horn 1d6 30-50% (impales)	Bite 2d6 30-60% Fist 1d6 30-50%	Bite 2d6 30-60%

ANIMAL	Jackal	Leopard	Lion	Monkey
MOVE M/MR	36	40	36	28
HP	11	10	13	7
STR	2d6+3	2d6+2	3d6+1	1d6+3
DEX	3d6	3d6	3d6	3d6
SIZ	2d6+1	2d6+1	3d6	1d6+3
POW	3d6	3d6	3d6	3d6
CON	2d6+6	2d6+5	3d6+4	1d6+6
ATTACK	Bite 2d6 30-60%	Bite 2d6+3 30-60% Claw 2d6 30-50%	Bite 2d6 30-60% Claw 2d6 30-50%	Bite 1d3 30-60%

ANIMAL	Python	Tiger	Wolf
MOVE M/MR	28	36	36
HP	15	13	11
STR	3d6+3	3d6+1	2d6+3
DEX	3d6	3d6	3d6
SIZ	3d6+1	3d6	2d6+1
POW	3d6	3d6	3d6
CON	3d6+6	3d6+4	2d6+6
ATTACK	Crush 2d6 30-60% Bite 1d4 30-50%	Bite 2d6 30-60% Claw 2d6 30-50%	Bite 2d6 30-60%

Fuel Notes

Robot Safari's robots operate on standard electronic battery packs, and contain tracers which can be monitored by Robot Safair personnel.

MERCHANT'S GUILD

FLYING BUFFALO GAMES
915 South 52nd Street, No. 3
Tempe, AZ 85281 602 / 966-4727

Send for free catalogue

GAMERS GALLERY
Rt. 1, Box 143-A
Cambridge, IA 50046
515 / 274-2521

10% off suggested list on all mail orders — Visa and MasterCard phone orders accepted

SWORD OF THE PHOENIX

Locations at:
Lenox Square
Park Place Mall

Send $1.00 for complete catalog to:
P.O. Box 18815 Atlanta, GA 30326

THE GAME SHOP
3340 Highland Road 504 /
Baton Rouge, LA 70802 387-6886

Louisiana's most complete adventure game headquarters

Catalogue $1.50

THE COMPLEAT STRATEGIST
We've Got It All!
Mon. to Sat. 10:30-6:00 Thurs. till 9:00

11 East 33rd Street
NYC 10016 212 / 685-3880
Mail order hotline: 800 / 225-4344

THE LITTLE SHOP OF WAR
5 Merriman Road 216 /
Akron, OH 44303 374-0814

Ohio's most complete adventure game headquarters

Catalogue $1.50

THE COMPLEAT STRATEGIST
We've Got It All!
Tue. to Sat. 11:00-7:00 Thurs. till 9:00

215 Glenridge Avenue
Montclair, NJ 07042 201 / 744-6622
Mail order hotline: 800 / 225-4344

THE COMPLEAT STRATEGIST
We've Got It All!
Mon to Sat. 10:30-6:00 Thurs. till 9:00

320 West 57th Street
NYC 10016 212 / 582-1272
Mail order hotline: 800 / 225-4344

THE COMPLEAT STRATEGIST
We've Got It All!
Tue. to Sat. 11:00-7:00 Thurs. till 9:00

5406 Stirling Road
Davie, FL 33314 305 / 961-5660
Mail order hotline: 800 / 225-4344

ALCOVE HOBBY SHOP
2424 N. Woodward
Royal Oak, MI 48073
313/545-6237

Finest selection of games & figures

Adventure Gaming Specialists

GAMEMASTERS HOBBIES, INC.
4627 Geary Blvd.
San Francisco, CA 94118
415 / 387-4118

Catalog available for $2.00 — Phone orders accepted with Visa or MasterCard

YANKEE DOODLE GAME & HOBBY

100s of boardgames — 1000s of miniatures, paints, accessories —
Write *Catalog $1.50* or call
6831 Longview Road 816 /
Kansas City, MO 64134 761-1113

A&J HOBBY HOUSE
20 Auburn Avenue Utica, NY 13501
315 / 735-1815

Upstate New York's finest game selection

Mail-order service available

GAMES OF BERKELEY

2110 Addison Street
Berkeley, CA 94704
415 / 843-9436

ARCHAIC HOBBIES

Specializing in fantasy and science fiction role-playing games

1700 South Solano 505 /
Las Cruces, NM 88001 522-2335

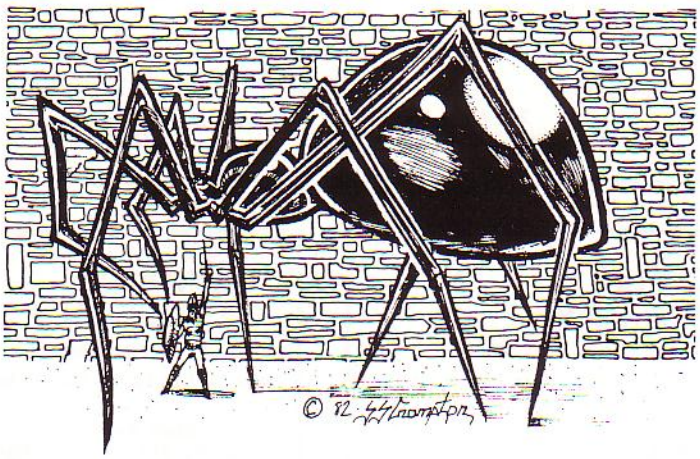
Counter Intelligence

by Aaron Allston

It's customary, when beginning a new editorial column, to spend the first few hundred words justifying its existence. Okay, sure.

There are a number of reasons behind the creation of "Counter Intelligence." Steve's "Where We're Going" column has gradually shifted from TSG news to coverage of SJ Games activities. There's nothing wrong with that, but the magazine itself still needs a voice. We're getting an increasing demand from readers for behind-the-scenes reports and "soft news" industry coverage, so this will be the place for it.

To date, our long-range coverage of the magazine's activities has been minimal; our short-range coverage is all right, but readers never knew very far in advance when major changes were coming up. Actually, at the present no major changes are planned. You'll probably see more genericized role-playing adventures (this issue's ***Robot Safari*** and next issue's ***Microfilm Madness*** are for specific RPGs, but we'll be doing genuinely generic adventures come May). Some rather interesting projects involving our improved print quality are planned; they vary from the ridiculous to the vaguely berserk. We'll be conducting an editorial evaluation of TSG in the near future, though, and we'll let you know of any changes planned as a result of that.



NEXT ISSUE

To tell the truth, I don't have the faintest idea what we're going to have next issue. I just got back from vacation. What do you want from me, blood?

But what we have so far includes:

"Microfilm Madness," a mad dash, bash, and war in the streets for lots and lots of CHAMPIONS characters;

"Goliath," a new, very unfriendly Ogre – and there's no David for this one;

Featured review (we hope) of STARLEADER: ASSAULT;

"Report from the Trenches," W.G. Armintrout's wartime chronicle of Utah moralists and D&D; and

Secrets of Mongolian Stir-Fry. I kid you not.

Nudging

Since the last time I addressed the TSG readership from the pages of "Where We're Going," when I ranted and foamed at the mouth and demanded more article submissions, we've had some response from readers – article submissions with letters which said, "I read your editorial and I've never submitted anything for publication before, but here's a piece on my favorite game." We've gotten some decent articles out of it, too, from both new writers and former contributors who felt like trying our pages again. (Last issue's "Grav Armor +3" in an example.)

However, in the months since I snarled for more contributions, TSG has gotten bigger. It looks like we'll be able to vary between 48 and 56 pages on a regular basis. This means we need even more submissions. There's a kind of hideous inevitability to the whole process, isn't there?

So, if you've got an idea for an SF&F boardgame or role-playing game article/scenario, let's see it. Unlike the SF&F fiction market, where the readership's demand for stories is met by a much smaller group of professional contributors, the majority of gaming articles come from gamers themselves.

Missing Persons

Actually, we've had so many "missing persons" lists lately, I'm wondering whether it should be a regular feature. *My* missing persons are contributors to our pages who either failed to send their current addresses or whose addresses were misplaced at this end by administrative snafu. We've got your checks and contrib-

utor copies, folks; could the following contributors get in touch with us?

Frank Brunner
Ben Clayton
Bob Hensle
Rusty Lamont
Michael Nahas
R. Shelton

Conventions

By the time most of you read this, the 1983 Hobby Industry of America (HIA) trade show will be over. HIA in the winter and Origins and GEN CON (®, TM, etc.) in the summer constitute the two biggest production pushes for companies in the wargaming industry, so you're going to be seeing a whole slew of new releases within a couple of weeks. The SJ Games contingent will be bringing back double armloads of review copies from the show, so pretty soon (probably not next issue) I'll be able to give you an overview of the industry's winter releases. Should be fun.

The next convention *The Space Gamer* will be attending after HIA is WarCon IX, which is at Texas A&M February 11-13. In March, we'll be at Micro-Con '83 in San Marcos, TX, on the 4th-6th, and then at AggieCon in College Station, TX on the 24th-27th. After that, plans grow more tentative.

Naked Elf Women Update

George, the big game hunter for the Hobby House in Las Vegas, recently undertook a dangerous expedition to photograph the elusive Naked Elf Women. He writes, "Until I attempted what I felt might be a small endeavor on this subject, I had no idea what was involved in the assignment. First, the availability of subjects; second, the language barrier; and finally, the mischievousness of the subjects." He continues with the depiction of his valiant and frustrating struggle to obtain actual photographs and, happily, he was able to forward to us three slides of his results – candid shots of a fetching and apparently friendly subject. Unfortunately, foliage and (evidently) shyness led to the concealment of her, uh, ears, so we have no authentication that this was indeed an elf woman. Pity. Thanks, George.

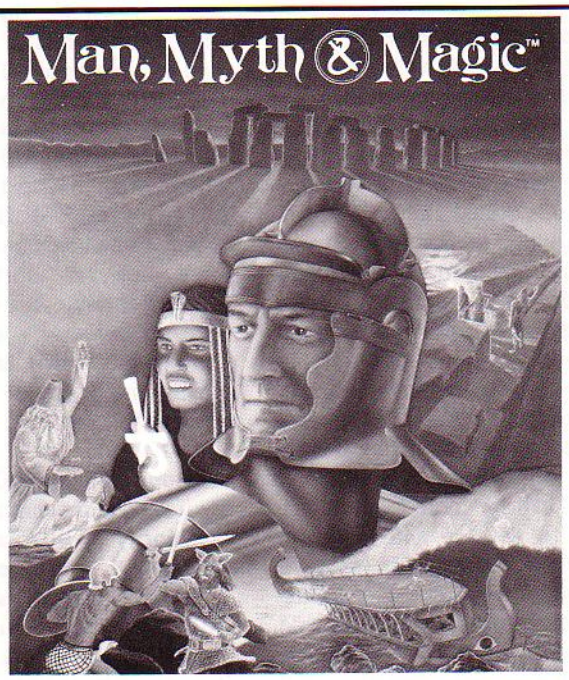
On the brighter side, Denis Loubet has sworn to take pen in hand on this, his second favorite fantasy, so we may see some results yet.

And Lastly

That's about it for this month. If you want any particular subject addressed in "Counter Intelligence," write and let me know about it. I hope to hear from you.

Yaquinto Publications™
NEW RELEASE

Man, Myth & Magic™



It is summer, 41 A.D. Your journey has been long and arduous but at last you and the rest of your party camp within the great stone ring of Salisbury plain and spend an anxious night waiting for the golden glow of the midsummer day's dawn. Your thought's are not of the mad emperor, Caligula, who sent you on this maniacal quest, nor do they dwell upon the evil clans of Black Druids who stood between you and this night; but rather of the unknown, mystical dangers that lurk within these very stone megaliths, dangers and powers that will be unleashed as sure as the sun will rise. Obsessed with this premonition of danger you have not the slightest inkling that when that same sun rises you will be irresistibly pulled into a series of events of such magnitude that they not only dwarf Caligula and Rome itself; but form the greatest adventure in human history. You have not the slightest suspicion that tomorrow's dawn will throw you into danger and intrigue that will lead you to discover . . . **The riddle of Stonehenge! . . . The secrets of the pyramids! . . . The mysteries of the ancient world!** as you play **Man, Myth & Magic.**

Man, Myth & Magic is a fantasy role playing game set in the ancient world. A world seen not from our modern historical perception; but rather through the eyes of the people who lived it. A world filled with magic and sorcery, demons and monsters, and incredible powers and forces that hold the key to the domination of all mankind.

Learn role playing faster, easier than ever before possible as a seasoned gladiator fighting for your very life on the bloody sands of a Roman arena!

Reincarnate as an Egyptian sorcerer, a British Druid, even, perhaps an Irish Leprechaun to face the might and mysteries of the ancient world!

There has never been a role playing system like **Man, Myth & Magic**. The Basic game is so simple to learn and presented in such a manner that you **actually play** as you read through it for the very first time. The Advanced game is so rich and varied that it will bring you literally years of breath taking magic, mystery and adventure. The scenarios are written in such a full flavored, spirited style that it makes it easy to become the best game master players have ever seen.

Man, Myth & Magic has been specially commissioned by Yaquinto from novelist and author Herbie Brennan whose books on fantasy, science fiction and the occult have earned him an international following. This is the first time that a major fiction writer has turned his attention to building a role playing system from the ground up . . . and the results are staggering!

Mr. Brennan, author of a dozen books, has created a new kind of novel, one that people role play rather than read. While each exciting adventure may be played separately, it is also a chapter, or episode, in a series that are all interrelated and filled with mystery, intrigue and irony. Each hair raising episode will hurl you more deeply into a twisting plot that leads you to the final earth shattering climax.

Man, Myth & Magic comes complete with three booklets containing: all of the rules, six adventures (three for the basic game and three for the advanced), and a game master's guide containing various charts, tables and maps, along with two percentile dice, a pad of character sheets and player aid information and a large folded sheet of tear out maps.

Man, Myth & Magic A Role Playing Game of Man's Greatest Adventures! **$19.00**

Ordering Instructions: Send check or money order to **Yaquinto Publications, P.O. Box 24767, Dallas, Texas 75224**. Add $1.00 for postage per order. Allow three to four weeks for delivery. Overseas orders add $4.50 additional postage and handling per order. Sorry, no C.O.D.'s.

METAL

by John Rankin

The Dragon Flies on Friday

As deadline forced me to set pen aside last month, things were getting really interesting. TSR executives Duke Seifried and Kevin Blume were in Dallas, and a deal to acquire some or all of Heritage's assets seemed imminent. Heritage owner Ray Stockman was ready to listen to proposals, and president Howard Barasch was expecting the men from Lake G. for dinner.

With that in mind, it's easy to imagine these four gentlemen affably discussing a mutually-beneficial transaction over drinks, working out the details during a steak-and-lobster dinner, and finally agreeing in principle, with handshakes, brandy, and cigars all around. Unfortunately, it didn't happen that way. In fact . . . nothing happened.

Apparently, after finding that Heritage wasn't really on the rocks, Kevin and Duke flew back to Lake Geneva without so much as a phone call to good old Heritage U.S.A. They left no broken hearts in Dallas. But they didn't make any new friends, either.

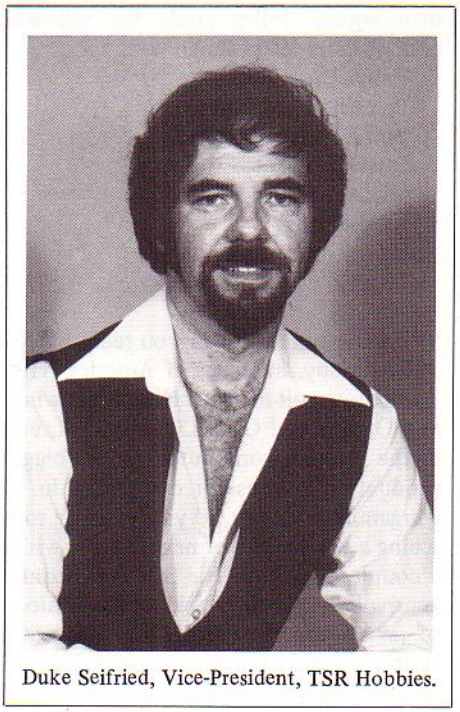
Howard Barasch, President, Heritage USA.

In fairness, keep in mind that Heritage still owes Duke a large sum of money from his days there, and that Duke is also a stockholder in that company. If Heritage had really been going belly-up, Duke would have had a considerable personal investment at stake. But the fact remains that TSR would dearly love to acquire the assets of a miniatures company. Well, they looked at this one – and passed it up. It seems this dragon has no stomach for live prey.

So why would Heritage have been such a good buy in the first place? Because it takes a long time to start up a manufacturing operation. Figures must be designed, sculpted, mastered, and put on production molds. Equipment has to be installed and fine-tuned, skilled labor trained, packaging designed, and marketing strategies planned and executed. Consider this: TSR acquired SPI in late March, 1982. An issue of *Strategy & Tactics* was literally ready to go to the printer at that time. In early December, the magazine was finally in the hands of some readers. Even with the massive start-up capital TSR can provide, "Dragon Miniatures" (or whatever they choose to call it) could easily take a year or more to develop and market a comprehensive line. Heritage has just such a line. While not the Cadillacs of miniatures, ***Dungeon Dwellers, Dragons,*** and ***Knights & Magick*** are very nice figures.

With the addition of specific ***D&D*** monsters and new packaging, Dragon Miniatures could have had the "official" ***Dungeons & Dragons*** figurines on the market ASAP. Heritage probably could have made it as a medium-sized boardgame company, especially with the greatly decreased debt they'd be carrying after divestiture of their casting operation. Presumably, both parties could have benefited greatly.

Earlier, TSR could have had an even more attractive arrangement with Grenadier . . . but an official, completely developed, beautifully packaged, and widely distributed ***D&D*** line slipped away. TSR reportedly attempted to gain control of Grenadier in return for nothing more than the right to continue producing licensed figures. A very small cash payment was later thrown in. But apparently, Grenadier's phone calls to discuss matters were seldom returned. The results of such negotiations are sadly predictable.



Duke Seifried, Vice-President, TSR Hobbies.

To understand the effect TSR Miniatures will have on the industry, one must realize first that to the powers-that-be in Lake Geneva, TSR *is* the industry. There *is* some small element of truth in this attitude, however short-sighted it may be. Unfortunately, TSR has no real desire to lead the industry – only to control it. In miniatures, which are perceived to be a much more finite market than paper games, this attitude is liable to become even stronger.

Approximately 70 to 80 percent of all figures sold are fantasy. One may assume a majority of these are used for ***D&D***. In attempting to corner this market, TSR can bring enormous resources to bear. Just having the "official" line is quite an asset. Combined with massive cash resources and an incredibly widespread distribution system, this would seem to give TSR a dominating edge in the upcoming battle for market share.

But TSR also has its weaknesses. To start with, none of the top figure sculptors has shown any desire to move to Lake Geneva. More importantly, none of the other miniatures companies have shown any tendency to roll over and play dead. These companies have established

lines and well-defined markets. Then there's the question of how long it will take TSR to get really rolling. Judging by past performance, this could take much longer than anticipated. While this is taking place, you can be sure that Ral Partha, Grenadier, and the rest will be digging in for a long battle.

If it's to be war in '83, what will be the effects on the home front? Hopefully, the consumer will be the ultimate winner. No one will complain because they have more figures to choose from. Increased competition, combined with already stabilized metal costs, could very well mean lower figure prices. Finally, TSR's efforts should bring many new enthusiasts to the hobby. Uncle Duke has always said that the key to success in the adventure gaming industry was not in each company trying for a bigger slice of the pie, but rather in making the whole pie bigger. If this comes about, we'll all benefit immensely. 1983 could be a great year for metal.

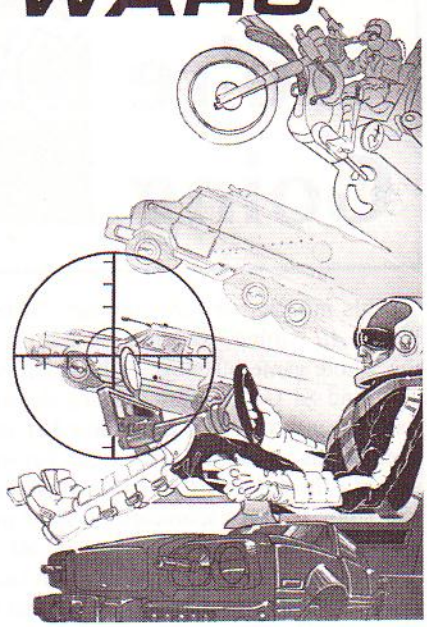
Final note: In March, TSG's sister publication, *Fire & Movement,* begins regular, in-depth coverage of historical miniatures. If you have even the slightest interest in this area, I urge you to pick up a copy. It's a fascinating subject, and F&M's coverage will be absolutely first-rate.

FLASH: Once again, late-breaking news has arrived – just as we're about to go to press. Heritage is still trying to sell some of its assets (especially the miniatures line) to TSR and others. Keeping up with stories like this is fun. But it's also expensive. The looks of anguish on the face of our kindly Comptroller when he sees my phone bills have convinced me to report the final disposition of TSR, Heritage, *et al.,* when, and if, a deal becomes final.

In the meantime, here's a deal that really happened. Steve Jackson Games is no longer in the metal miniatures business. Quite simply, we didn't have the time, resources, or manpower to produce such a complex secondary line. Much time and effort these past few months has gone into finding a miniatures company that would truly do justice to our beloved toys. Thus, it is with a *great* deal of pleasure that I can announce an agreement has been reached, for the licensed manufacture and distribution of the *Ogre/G.E.V.* and *Car Wars* lines, with Grenadier Models. Future plans with Grenadier also include the possibility of a 25mm figure line for *Battlesuit,* and perhaps more. I'll keep you posted on new developments. Meanwhile, watch the Grenadier ads (which should be appearing as you read this – or soon after) for more details.

Next month: Survey results.

CAR WARS



"One of 1982's Ten Best Games"
–*OMNI* Magazine

WINNER – BEST S.F. BOARDGAME
–*ORIGINS 1982*

STEVE JACKSON GAMES

CAR WARS is a trademark of Texas Instruments, Inc.

MISSION VERSATILITY

HELLTANK™

Showrooms at New Washington Outer belt & Scenic Bypass or at your local game store.

Vid 8439-751-9924

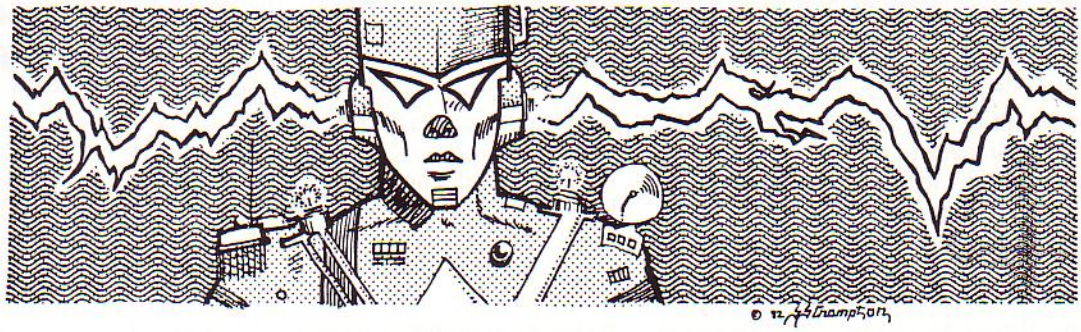
USA sales by Metagaming Concepts Inc.
Box 15346
Austin, TX 78761
HELLTANK and HELLTANK DESTROYER are $4.95 each plus $1 handling by mail. Allow 4-6 weeks for delivery.

★ Six "plug-in" turret pods for mission versatility
★ Only mobile Magnetic Force Cannon weapon platform
★ 40 Beehive flechette launchers for defensive screening
★ 9 autocannons for routine strike/counter-strike
★ 260mm Composite armor stops Hellfire IX HEATBLAST rounds

NORTHERN DYNAMICS is proud to announce federal sale authorization for its export version Ft Ticonderoga class Heavy Launch tank HELLTANK-B. Now defense planners can provide commanders with superior durable mobile heavy fire-power for battlefield dominance. No arsenal is complete without one.

NORTHERN DYNAMICS INC.
"We're winning the next war for you."
(a division of Metagaming Concepts Inc.)

Where We're Going



This month, we have another "Where We're *All* Going" column – a look at the whole game business, rather than just TSG and SJ Games. But, looking through back issues of TSG, I'm reminded that predictions can be dangerous. So, before I get into the commentary and soothsaying, I'm going to run a scorecard on some predictions made in these pages in March 1978 – or, allowing for publication timelags, five years ago. These were written by Howard Thompson, then publisher of TSG . . . and if some of them look a little strange now, it's a reflection on the way times have changed, rather than on Howard's predictive ability. Soothsaying is a risky business! Those 1978 predictions:

1. "By 1983 an existing game company will be over the $10,000,000 annual sales mark in simulation products." No problem here; last year, TSR probably sold more than ten million dollars worth of ***D&D*** material alone.

2. "'By 1983 there will be a national gaming tournament with over $10,000 in cash prizes." Sadly, no. Everybody talks about this, and has been talking about it for years, but nobody does anything. I would guess that the cash prize budget for Origins – the closest thing to a "national game tournament" we have – was closer to $1,000 than $10,000 last year.

3. "By 1983 there will be at least two established 'family game' firms committed to wargaming." This has *sort of* happened. Howard anticipated an increase in popularity of "classical" hex-type wargaming, so that game companies like Parker Brothers and Milton Bradley would release similar games. Instead, ***D&D*** became popular, and several of the established game companies tried to jump on the fantasy bandwagon. Whether their products could be considered "wargames" is a very questionable point – but there was, in a manner of speaking, a wargame impact on the mass market.

4. "Computerized simulation games will be very popular by 1983. However, hobbyists will rip off illegal cassette, diskette, and PROM copies of game programs so extensively that larger firms will eventually get out of the market altogether." Not so. The ripoffs continue, but the market is so good that the big companies can do very well by saturating distribution before the ripoff artists catch up. The losers are the small software companies – their distribution is less effective, and the pirates and users' groups can often get illegal copies out before the computer stores have the real thing.

5. "By 1983 at least two-thirds of the existing military miniature and simulation game firms will be defunct, moribund, or bought out." This seemed a reasonable prediction – everybody in the industry has been predicting a "shakeout" for years, myself included. And companies do fail. But the survival rate has been higher than anyone expected. I would guess that fewer than one-third of the companies extant in 1978 have vanished. This is good for the hobby – it means there is more variety available. In many cases (though by no means all), the companies which have failed were those that deserved to go under, due to bad management or terrible product. An industry needs turnover to weed out the turkeys . . . but we should all be glad that this prediction was short of the mark.

6. "By 1983 the World Science Fiction Convention will be awarding the Hugo for best SF&F game." If this has even been *considered* by the World Science Fiction Society, I haven't heard about it. Pity, that.

7. "By 1983 SPI, Avalon Hill, Minifigs, Heritage, TSR, and Metagaming will be the dominant companies." SPI is gone, Heritage is in Chapter 11; Metagaming and Minifigs have probably lost ground as far as industry share goes, AH is doing a little better, and TSR has better than half of the whole pie. Several companies could claim as much right as these to be considered "dominant", chief among them GDW.

The moral of that story: this is not an easy hobby to predict! A prognostication that seems reasonable when it is made can be blown away utterly by the passage of a few years. Having thus attempted to cover myself, I'll attempt a few predictions of my own. These are all for a one- to two-year time period; my crystal ball gets really foggy after that.

1. The biggest growth in the game field will be home computer games. Wargames (or adventure games, if you like) will be a significant part of the computer game field, but nowhere near the majority. Home video-arcade machines will become comparatively *less* popular.

2. Role-playing games and adventures will continue to dominate the non-computer portion of the game industry. TSR will continue to have higher sales than any other company, but their market share will diminish, as their mass-market customers become sophisticated and abandon their products for better-designed competing games.

3. Minigames will increase in variety and availability. Inflation will fuel this trend. By 1985, there will be a lot of people buying $7.00 minigames instead of $20.00 "full-sized" games, especially if the minigame has equivalent or better play value.

4. Game companies will appear, die, and be bought out, as they always have. Figure on at least one new "star" appearing every two years, and at least one big, solid-looking company going under (*a la* SPI) every two to three years. Size is not always good armor. The yearly turnover will be 10 to 15%, but the total number of active game companies will remain about the same.

5. Play-by-mail will continue to grow; so will play-by-phone. But for every correspondence game that survives, three more will crater after the first few months.

6. The game industry, as a whole, will prosper even though the economy may not. The national game conventions will continue to grow and to become more professional. Cooperation between convention organizers may lay the groundwork for a national gaming society . . . which will probably never have more than 20 to 30,000 members, but will be a great convenience to those who do join.

7. Of those companies with a noticeable market share right now, the rankings for the next couple of years will probably be:

Superstars: TSR, Avalon Hill, and maybe GDW.

Up and Coming (the companies that every well-stocked store will carry): Eon, Chaosium, SJ Games, Grenadier, Ral Partha, and maybe Iron Crown, Mayfair, and SSI. Among the PBM companies, Schubel & Son ranks here.

Holding Position (don't look for any spectacular growth, but they'll still be around and making money): Games Workshop of England, Minifigs, Nova, Yaquinto, Adventure Games, Metagaming, Task Force, and maybe Flying Buffalo.

Small but Growing (and possibly as big as some of the ones listed above, if they play their cards right): Hero Games, FASA, Sir-tech Software, Central Texas Computing.

Need Help (likely candidates for the shakeout): Heritage, Judges Guild, Fantasy Games Unlimited.

Unclassifiable due to insufficient data: Victory Games.

Sometime in 1985, if I'm still around to write it and you're still around to read it, we'll run a scorecard and see how good those guesses were.

–Steve Jackson

GAME MASTER

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will be first referred to the game publisher or designer. If no response is received, GAME MASTER will offer its own interpretation of the rule. Sorry – no individual replies are possible.

★★★★★

TRIPLANETARY

(1) Table 2 on page 6 of the rules doesn't give the price for the packet. What does the ship cost?

(2) The combat strength of the packet is 1, according to Table 1 and not 2, as on the counters, isn't it?

(3) In the fleet mutiny scenario, it says "Planetary hexsides may be suppressed (for the remainder of the game) by gunfire from a ship orbiting overhead." Is this suppression accomplished by a ship firing on that hexside just once?

(4) What does the suppression of a hexside mean to a base located there?

(5) What happens when a player challenges the robot guards of an automated mine?

(6) It seems strange that, other than in their uses, the transports and tankers are the same, yet while transports can carry 60 tons of fuel and cargo, the tankers carry only 50 tons of fuel.

–Douglas Burnett

(1) A packet costs 40 Megacredits.

(2) The counters are correct; a packet's combat strength is 2, not 1.

(3) In fleet mutiny, a hexside is suppressed by a ship firing on it for one turn.

(4) Bases are not affected, but the hex counts as suppressed anyway.

(5) Treat the robot guards as a base.

(6) The fuel of a tanker is its only cargo.

–Loren K. Weisman
Game Designers' Workshop

Notice to Direct-Mail Customers

On Friday, December 10, 1982, a reorganization of our circulation department revealed that a large number of subscription and game orders had been misfiled. As a result, many orders and complaints had not been acted upon.

The Business Office has corrected the problem. If you have waited over two months to receive either a game or subscription order, please write to Bernice Fewell, c/o Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957, and state the nature and details of your direct-mail problem.

Fleet Maneuvers

The PBM Tactical Space Conflict

Four Teams of Four Players, Each Deploy a Cooperative Fleet of Individually Controlled Starships. Unique Races, Powerful Starbases, and a Variety of Weapons make

Fleet Maneuvers

an Exciting Challenge

Cost: $2.50 per turn, $2.50 for set up
$ 1.50 (redeemable) for a rulebook
Send $ 15.00 for Free set up & rulebook plus 6 turns

Fantastic Simulations

P. O. BOX 24566 DENVER CO. 80224

SCANNER: NEWS FROM THE WORLD OF ADVENTURE GAMING

News Briefs

FBI Creates New Division

Flying Buffalo has announced the formation of *Blade,* a division of Flying Buffalo, Inc. In recognition of the two sides to Flying Buffalo – play-by-mail gaming on one hand and boxed games, game aids, and rulebooks on the other, Blade was formed to produce the boxed games and books. The new logo appeared for the first time on *Grimtooth's Traps Too*; as older products are reprinted, they will be updated with the new name.

Flying Buffalo's new division plans to debut ***Mercenaries, Spies, and Private Eyes*** in late January. ***MSPE*** is a contemporary role-playing adventure game designed by Michael Stackpole; the boxed game will include three booklets for gamemasters and players, a full-sized solitaire adventure, and a gamemaster scenario. Blade plans to produce a number of additional solitaire and GM adventures for ***MSPE*** in the near future.

Blade's *CityBook II: Port O' Call* is in the initial production stages and should be ready for release this spring. Another product in the Catalyst series of all-system RPG aids, it will feature businesses, NPC encounters, and scenarios which would be likely to occur in a seaside town or city. It will be slightly smaller than the first *CityBook,* to bring the cover price down to $9.95.

Grenadier Lands New Licenses

Grenadier, best known for its licensed ***D&D*** figures, has released two licensed figure lines: ***Call of Cthulhu*** and ***Dark Crystal*** are the two acquisitions.

Amazing **Editor Resigns**

George Scithers has handed in his resignation to TSR as editor of *Amazing.* Industry observers feel that editorial interference may be behind the resignation.

New & Upcoming Releases

Sir-tech Software, Inc., plans to release its third ***Wizardry*** scenario, ***Legacy of Llylgamyn,*** in January or February, along with a separate printout utility for ***Wizardry*** called ***Wiziprint.*** Both ***Wiziprint*** and ***Legacy of Llylgamyn*** are for Apple systems; no prices have yet been set.

Hayden Software has released several new computer games. ***Laser Bounce*** (Apple II, 48K, Applesoft; $34.95) is an arcade-style game of skill in which laser beams are bounced off satellites to destroy enemy modules. ***The Final Conflict*** (Apple II, 48K, Applesoft; $29.95) is a two-player game in which each player commands an army of robots; it can be played in either tactical or strategic mode. In ***Crystal Caverns*** (Apple II, 48K, Applesoft in ROM; $34.95) players hunt for treasure beneath an old mansion. ***Crime Stopper*** (Apple II, 48K, 3.3 DOS, Applesoft; $34.95) is a game of intrigue and danger where the player assumes the role of a detective who must overcome many obstacles to locate a kidnapped heiress.

The Caves of Olympus (Apple II or II+, 48K; $39.95) is a new hi-res science fiction computer game produced by Howard W. Sams and Co., Inc.

Pirates Harbor of Boston, Massachusetts, has released ***Crack-Shot,*** a hardware device for the 48K Apple II or II+. The device retails for $149.95; it dumps all memory to disk, and the company claims it can crack protected single-disk access programs in fifteen seconds. Pirates Harbor also offers 24-hour hotline service for any of its system upgrades.

Wayne Green, Inc., of Peterborough, New Hampshire, is the publisher of *inCider,* a new monthly magazine devoted to the needs of all Apple computer users. The first issue of the magazine was released in early December.

Iron Crown Enterprises plans to release ***Court of Ardor and the Jungle Kingdoms,*** and ***Northern Mirkwood: Realm of the Wood Elves,*** in late January. Each is a new Middle Earth module and each will retail for $10.

Permission to publish *High Passage,* a ***Traveller***-oriented magazine, was withdrawn from FASA by the co-publishers, The High Passage Group, in a dispute between the two parties. To replace *High Passage,* FASA plans to launch new publication called *Far Traveller.* The new magazine will continue many of the elements of *High Passage,* but will also incorporate several new features, including a column dealing in detail with various planets developed for ***Traveller.*** FASA has also announced news of its upcoming role-playing game based on Harry Harrison's *Deathworld* books. The basic game, scheduled to appear in the first half of 1983, will contain rules, an adventure, an original short story and additional writing by Harrison, as well as a special bonus – the original *Deathworld* trilogy.

Convention Calendar

March 4-6: COASTCON 83. SF and gaming con. For information, contact CoastCon 83, Box 1423, Biloxi, MS 39533.

*March 4-6: MICRO-CON '83. SF and gaming con. Contact Micro-Con '83, 601 River Road No. 604, San Marcos, TX 78666.

March 5-6: CENTCON I. ***Squad Leader, D&D, Backgammon, Risk, Kingmaker, Top Secret,*** etc. Contact CentCon I, 471 Commonwealth Avenue, New Britain, CT 06053.

March 11-13: GENCON® SOUTH. Sponsored by TSR Hobbies Inc. and the "Cowford Dragoons" Club of Jacksonville, Florida. For information, contact Mike Dubose at 904/358-6269 (evenings only).

*March 24-27: AGGIECON. SF con. Contact Cepheid Variable, P.O. Box J-1, College Station, TX 77844.

March 25-27: FANTASYLAIR '83. Gaming and SF con. For information contact Northern Oklahoma Dungeoneers, P.O. Box 241, Ponca City, OK 74602.

March 26-27: NOVA 8. Gaming and SF con. Contact The Order of Leibowitz, Oakland University, Rochester, MI 48063.

April 22-24: CONTRETEMPS 2. Gaming and SF con. Send SASE to Contretemps, P.O. Box 12422, Omaha, NE 68112.

*April 29-May1: TREASURE-CON I. SF and gaming con. For information, contact Treasure-Con I, 306 4th Ave., Laurel, MT 59044.

April 29-May1: TRI-STATE CON '83. Gaming con. For information contact Cincinnati Adventure Gamers, 11020 Reading Rd., Suite 175, Sharonville, OH 45241, phone 513/984-8011.

*May 27-29: SWAMPCON-4. SF con. Send SASE to BRSFL-SwampCon, P.O. Box 14238, Baton Rouge, LA 70898.

May 27-29: CONQUEST IV+10. SF con. For information contact ConQuest IV+10, P.O. Box 36212, Kansas City, MO 64111.

June 10-12: X-CON 7. SF and gaming con. For information, contact X-Con, P.O. Box 7, Milwaukee, WI 53201-0007.

June 17-19: GENGHIS CON V. Gaming con. Contact Denver Gamers Association, P.O. Box 2945, Littleton, CO 80161, phone 303/798-1404.

June 24-26: POLYCON '83. Gaming con. For information contact Society of Wizards and Warriors, P.O. Box 168, Julian A. McPhee U.U. Cal Poly, San Luis Obispo, CA 93407.

*July 2-4: TEXCON: 1983. Gaming con. Send SASE to David Ladyman, 8028 Gessner No. 1805, Austin, TX 78753.

*July 14-17: ORIGINS '83. Adventure gaming con. Contact MDG, Origins Events/Info, P.O. Box 656, Wyandotte, MI 48192.

July 15-17: OKON '83 / FILKCON EAST '83. SF cons. Send SASE to P.O. Box 4229, Tulsa, OK 74104.

SJ GAMES and TSG will be attending the conventions marked above with asterisks.

PBM Update

PBM Update reports on professionally-moderated play-by-mail games. Notices are monthly. Copy deadline is 60 days previous to the first of the month, for the issue in which the notice is to appear. (Deadline for the May issue is March 1.) All copy should be typed and double-spaced. Notices should not exceed 200 words in length. TSG reserves the right to edit copy as necessary.

Flying Buffalo Inc.

Company News: Ugly John Carver, formerly an employee of Flying Buffalo, has set off on his own and started a new PBM company, Mobius Games. He is a fine programmer, and we certainly wish him well. However, Flying Buffalo customers should not assume that FBI has any connection with, or responsibility for, John's activities in the PBM market.

Rick Loomis

Clemens & Associates

Company News: Our new tribal game, ***TERRA II,*** is now in operation. Updates in TSG will begin with the April issue.

Universe II

Quadrant I: The LOC Alliance and the Ixtli have attacked the Etuel system of Cor Caroli. All Etuel systems have banned all ships that participated in the blockade from trading with Etuel systems. The Etuel are considering various ways of assuring Terran loyalty.

Quadrant II: With the build-up of Ixtli forces, several alliances have moved to strengthen the fleets operating out of Alula and Tania.

Quadrant III: The rumor persists that a bounty has been offered for the destruction of Unity/UTSC ships. New inter-alliance agreements seem to be in effect.

Quadrant IV: The Etuel at Spica have received pledges from two alliances to defend the systems should the Unity Confederation attempt to expand its borders.

Regajian Empire: Units of the Catusville Alliance have moved to persuade Vindemiatrix to join the Regajian Empire. The Unity Alliance ships are attacking the empire in various areas.

Ixtli Empire: The attack on Cor Caroli which was led by Commander Grandel of IXV Raven III is the first step in expanding our empire. The Etuel are incapable of stopping our mighty fleets.

Muar Empire: The Terran alliances have renewed their attacks on our empire, but are finding that our bases and ships are prepared for them.

Jon Clemens

Schubel & Son

The Tribes of Crane

Crane I: It appears as though the long-expected conflict between the Federation of City States and the Rainbow Empire has begun. Initial reports indicate that the Federation of City States has begun to raid and/or attack major Rainbow Empire cities and tribes. This could be the beginning of a world-wide conflict as the Federation is said to be allied to the Grand Alliance and the First Empire while the Rainbow Empire is said to be in contact with the Resistance, the AFN and the Cult forces led by Zera. Also reported is the completion of several new cities including Cel, Javin, and the Dark Union city of Trantor.

Crane II: The Celtani Federation has apparently found a new leader, Sea Shaman Ragnaren of the city of Bic. Ragnaren has put out a call to all remaining Celtani Federation members in an attempt to reorganize the organization. This may be difficult as many former members have apparently organized a secret group no longer allied to the C.F. It is unclear what the reaction of the Halton Factor will be to these groups. Will they cross the Prolix Sea to do battle with Ragnaren? Will they hunt down the members of the secret organization?

Star Venture

The attackers of the Valley colony in the Cape system have apparently expanded their designs. They now appear to claim the entire Cape system and are attacking all non-allied ships, colonies and ground parties in that system. These attacks have included the space bombardment and destruction of the colonies Conqueror Base 1 and Conqueror Base 2, ground parties Ferret, Chaos I, and Conquerors G.P. #1. Several ship attacks are also reported.

StarMaster

In the NorthEast galaxy strange events have occurred at the planet of Ocat #1. The 6th generation Imperial Dragorn Empire, after a brief space battle, destroyed the orbital defenses of the homeworld of the P.D.V. Swarm. The Dragorns quickly landed 5000 elite Berserker-Guard warriors to crush the remaining defenses and then to loot the planet. The P.D.V. defenders consisted of 240,000 telepathic Wizard-Guards. In early fighting the Dragorns destroyed 200,000 of the P.D.V. warriors with no loss to themselves. Unable to pierce the powerful Dragorn armor, the desperate P.D.V. swarm resorted to the use of powerful megakill weapons in an attempt to turn the tide. In all, 25 Electronic Storm Generators, 5 Lightning Storm Generators, 5 Tornado Generators, and 2 Condensor Bombs were used. But despite the devastation caused by these powerful weapons, the Dragorns took only minor casualties. As the last defenders fell before the Dragorn attack, the P.D.V. Swarm detonated the last of their arsenal, which included two unknown alien weapons. These unknown weapons turned out to be a Thermal Typhoon Generator and a Reality-Devouring Sphere, which caused the most powerful explosion ever unleashed in the NorthEast galaxy! A great tear in the fabric of space resulted, creating a void where the huge planet of Ocat #1 used to be.

Duane Wilcoxson

Game Systems Inc.

Earthwood

Games 9 and 10 were filled quickly. Games 11, 12, and 13 will start soon. Requests for positions in the same game for you and your friends must be sent together.

Games 1-3: These games approach conclusion as the last remaining players use all their tact, diplomacy, and power to wrest a win from their enemies. A victor is expected soon in each of these games.

Game 4: The Spy's Guild reports that one of its members infiltrated the forbidden city of Keep and returned a complete dossier to the King of the Rangers. The Dragon Wizard continues to make headlines by successfully delving into higher levels of magic.

Game 5: Rumors indicate that undead minions have replaced troops in Escobar, where many are said to have died of illness. A lone warrior from the far north has gathered large hordes and sacked numerous cities. His identity is unknown at this time.

Game 6: The siege of Rume has been lifted and Lemoor is retaken! It is reported that the army of Gnomes suffered many losses and retreated in disorder after a brief but ugly battle. Moreover, the Rangers have joined the battle while the High Elves remain apparently uncommitted.

Game 7: The Anti-Stardom Alliance strikes back! The Mountain Dwarves have raised the largest fighting force in Earthwood history. The Gnomes prepare to defend Hitg. A bitter rivalry has been rekindled as the ambassadors for peace of the Forest Elves were returned piecemeal by the Dark Elves. The Necromancer became the first wizard to advance into the higher levels of magic. Mystery surrounds this character. Meanwhile, the Human Warrior plots his revenge against Stardom.

Game 8: The Spy's Guild reports heavy activity. Thefts increase and reports of captured spies abound. The Gnomish citadel of Hitg has fallen. The Giants and Macendians still battle over control of Paclancia. This city has been taken and retaken three times. War has erupted over Tagus and the Mammoth Men have taken the battle to the gates of Rume. War has also erupted between the Athians and Halflings, with the Athians being forced to flee from their home city.

Game 9: Several ruins have fallen to swift striking players. Petroff the Barbarian has issued a demand for the surrender of all cities in Earthwood. Reactions, as expected, were quick and decisive. The Barbarian Warrior denies any knowledge of this upstart, Petroff.

Peter G. Stassun

Index to Advertisers

Adventures Design Group 46
Avalon Hill 3
Castle Creations 45
Central Texas Computing 51
Chaosium, Inc. 20
Clemens & Associates 43
Close Simulations 43
Companions 49
Compleat Strategist . . . . . *inside back cover*
C-T Simulations 52
Empire Games 21
Entertainment Concepts, Inc. 11
EON Products 17
Fantastic Simulations 37
FASA 40
Flying Buffalo, Inc. 48
Game Designers' Workshop 45
Game Systems, Inc. 46
Graaf Simulations 48
Iron Crown Enterprises . . . *inside front cover*
Journ. Travellers' Aid Society . . *back mailer*
Legend Shop 52
Mayfair Games 49
Merchants' Guild (Retailers) 31
Metagaming 35
Mobius Games 15
Palladium Books 43
RPG, Inc. 42
Schubel & Son 9
SJ Games 35, 47
Task Force Games 5
TOME Enterprises 10
West End Games . . . . . *back cover*
Yaquinto Publications 33
Zocchi Dist. (Gamescience) 44

Space . . . the final frontier.

These are the voyages of the Starship Enterprise.

Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations . . . to boldly go where no man has gone before. . .

STAR TREK™

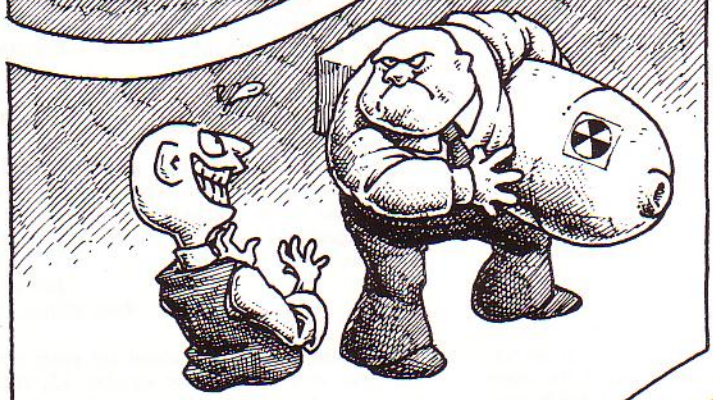
THE ROLE PLAYING GAME

fasa

STAR TREK™: The Role-Playing Game. $25.00
Available at your local game store or send a check, including $1.00 for shipping to FASA.
FASA Corporation P.O. Box 6930 Chicago IL 60680

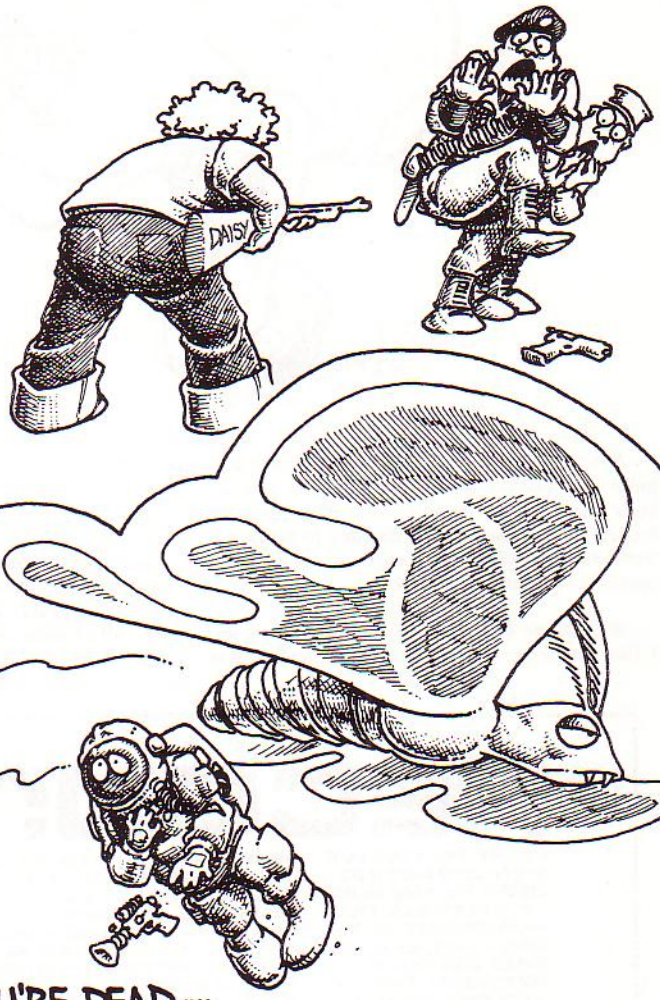
STAR TREK™: The Role Playing Game Manufactured by FASA Corporation under exclusive license from Paramount Pictures Corporation, the trade mark owner.

MURPHY'S RULES



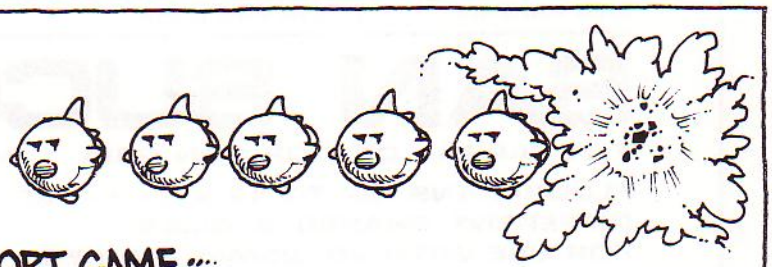
THAT SEEMS FAIR...
In FBI's NUCLEAR WAR, the owner of the game always deals and plays first... (Mark B. Wilson)

SPITBALLS AREN'T COVERED...
All guns do the same amount of damage in FGU's MERC... thus a BB is as effective as a .45 slug... (Steve Peterson)



ZAP! YOU'RE DEAD...
The "Blaash," a carnivorous radioactive moth found in TSR's GAMMA WORLD, has only to swoop within 5 meters of someone to kill him instantly... (Jim Simons)

A LEGEND IN HIS OWN TIME...
Not only is Lou Zocchi immortalized as a river in Avalon Hill's BLITZKRIEG... he often appears as a monster in Flying Buffalo's computerized T&T dungeons-



SHORT GAME...
In OSG's STARQUEST, each player rolls on a die at the beginning of the game... there is a 1-in-6 chance he will be destroyed before he starts...

BEN SARGENT

LETTERS

Reaction to the change in TSG's format and price were quite a while in the coming, surprisingly enough – it looks as though our readers looked at the situation and decided to postpone their evaluations for a season or so. But the opinions are starting to trickle in . . .

So far, the slick format is really holding up. I like the larger issues. The price increase was worth it.

I also like the fact that you are doing more game scenarios. Especially the newer game systems. I hope you do more with ***Top Secret***, ***Champions***, ***Arms Law***, and some of the other systems that need more support. I don't want to see any ***D&D*** stuff, or ***RuneQuest*** or ***Traveller***. All of these systems are well-supported, and don't need any more.

I must compliment everyone working on TSG. The artwork is excellent, and the articles have really improved. Special raves must go to Chris Smith, John Ford, and W.G. Armintrout. Each of their articles (issue 58) are well-written and very useful.

Wayne Walls
Oak Ridge, TN

TSG is, by far, the best gaming magazine around, but I wish you would refrain from printing so many supplements and games in your magazine. I buy TSG for the articles, not supplements.

Jeff Otto
West Milton. OH

I've been a subscriber about 1½ years now, and have every issue since number 13, and I finally decided that I had to write. Issue 56 was very good; "Metamorphosing Monsters" was something that has been needed for ***TFT: ITL*** for a while. "The Splat Gun" for ***Azhanti High Lightning*** was another good article; more like this, please. ***Unnight*** was nice; more like this, also. I am anxiously awaiting the ***Iron Men*** game in the January issue.

Jeff Breidenstein
Burke, VA

What can I say? I've seen the birth, growth, and maturing of *The Space Gamer*. I treasure my first issue (14). That was when the exalted (or exhausted, I'm sure) Steve Jackson was but a contributing editor. ***Ogre*** was establishing a name for itself, and ***Rivets*** had just come out, and, as usual, ***In the Labyrinth*** was in publication limbo.

Back in 1977, I was in high school. Now, in 1982, I've graduated from Virginia Tech and will be in the Army very soon. Throughout those years, TSG was evolving.

So, I want to take the time now to express my thanks for being there, and not falling to the wayside.

Bob DelGiorno
Harrisonburg, VA

Thanks, folks. Keep the complaints and compliments rolling in.

–AA

A couple of months back I wrote you guys an unprintable letter and now you've come out with issue 57 hoping to sneak it by me without any kind of complaint. It didn't work. I caught you red-handed and now you're receiving a loud complaint.

Why the hell haven't you come out with an issue like 57 sooner?

Vincent Kuklewski
Ft. Lauderdale, FL

We were waiting for your letter, of course.

–AA

RECON!™

FOUR TO TWELVE MEN OPERATING DEEP IN THE BUSH OF VIETNAM. OUTNUMBERED. WITH ONLY WIT, SKILL, & RAW COURAGE BETWEEN THEM & VIOLENT DEATH. LOOKING FOR THE VIET CONG IN HIS JUNGLE SANCTUARY; THEN DUMPING ON HIM. SNOOPING AND POOPING, THE RECON MISSIONS OF THE LRRP, SOG, SEAL, DELTA, PRU, AND PHOENIX.

RECON RECREATES 34 OPERATIONS USING A PERCENTILE ROLE PLAYING SYSTEM THAT FEATURES A UNIQUE MAPLESS TERRAIN GENERATION, FOR FASTER PLAY AND SIMPLER PREPARATION. RECON CAN BE PLAYED WITH 20MM VIETNAM FIGURES ALREADY AVAILABLE!
SPECIAL ARTILLERY, AIRSTRIKE, AND HELICOPTER GUNSHIP RULES LET YOU CALL IN ANYTHING FROM MINIGUNS TO NAPALM.
BEGIN YOUR MISSION BY INSERTING VIA CHOPPER, RIVER PATROL BOAT, HALO PARACHUTE DROP, OR UNDERWATER USING SCUBA.
CONTINUE YOUR CHARACTER'S CAREER AFTER 'NAM AS A SOLDIER OF FORTUNE WITH THE 19 MISSIONS ALSO IN THIS BOOK. $10

SAN SUCCI

THE CAPITAL CITY OF SAN GRIA (MAP)

FLOORPLANS (UP TO 19 X 21") -- 40 DIFFERENT SHAPES & SIZES
FOR USE WITH 20–25MM FIGURES
RECON/MERCENARY/WW II
SUPERHERO/SPY/POST-HOLOCAUST
$5

RPG INC.
BOX 485 LINCOLN, AR 72744

I am very interested in PBM games but am hesitant to contact some of the advertisers in *The Space Gamer* due to doubt about their authenticity. If an ad appears in the magazine, does that imply that you people have checked them out? I have always enjoyed your magazine, and especially your PBM Updates and Capsule Reviews. Your fiction is always quite good and I encourage you to print more of it.

Brian Casner
Columbus, OH

I can understand your hesitation, especially in light of such PBM classics as ***Lords of Valetia.***

If a PBM ad runs in TSG, it means that we have personally talked in detail with the moderators and that they have provided us with (at the very least) a rulebook and list of players who can attest that turns are being processed. If a complaint comes in about a PBM advertiser in our pages, we also check it out very thoroughly to determine what the problem's all about. To date, though, since we instituted our PBM ad policy, only one *complaint has been brought to my attention about one of our PBM advertisers. Something's working somewhere.*

–AA

I read the review of *Venture* (by Coleco) in issue 58 of TSG. Just thought you'd like to have a little update. The reviewer complained that there are never any bonus Winkies, that there are only two different boards, that Winky continues to smile when killed, and that the music is missing. You'll be happy to know that those defects are *only* on the Atari version of the cartridge. If you get the Colecovision, there are bonus Winkies, there are three different boards, Winky frowns when killed, and there is different music for each room. It's really lovely.

I have some comments about Richard Wolfe's article ("Winning Heroic Fantasy"). First, I assume there were two typographical errors. In the last paragraph under "Character Types," he says that your party of humans, goblins, etc., will be "neatly" wiped out by a fireball. I assume that was supposed to be "nearly" wiped out, as humans and goblins can survive one fireball. And in his recommended party, I note that he only spent 64 of his allowed 100 points, leaving 36 points still to spend: the exact cost of a Dwarf magic-user. I assume his "perfect party" included one, and it was inadvertently left out. Every party should have at least one Dwarf MU.

Other than that, I would like to comment that stabbing other players is *not* a good idea. You get a *lot* more experience points for fighting monsters; monsters generally don't work together, and monsters do not come after you looking for revenge. If we have a lot of players joining the game expecting to stab each other, it will spoil a lot of the fun. You should be suspicious of anyone you meet, but if you can manage to work together, you will do a *lot* better than either of you would do alone. Especially if you have a party consisting of a couple of big guys. You can only have one giant in your party, but if two players get together, each with a giant, monsters look out!

Lastly, players probably should be aware that there are "wandering monsters" in this game. Not every human or leprechaun you meet in the game is actually run by a player.

Rick Loomis
Flying Buffalo, Inc.

HOVERTANK Tactical Combat 2054–2115

HOVERTANK is a tactical simultaneous combat and movement simulation of warfare in the period 2054–2115. Sixteen scenarios depict four major conflicts: the Moon War (2054), the Mars Colony Revolt (2080), the Alpha Centauri I Revolt (2110) and the Second Alpha Centauri War (2115). Also included is a multi-player scenario: Recovery of the Alien Stardrive (2081). Scale is platoon level, each turn equals three minutes real time and each hex 100 meters. Physical components: Four 11"×17" back printed three color geomorphic maps (for a total of eight maps) • A 16 page Rule book • Two Combat Charts and Tables sheets • One die • One pad of plotting sheets • Two back printed counter sheets (392 counters) • Unit storage tray with snap on lid • All this for only $16.00

Also for sale:

The Falklands War: Naval Conflict in the Missle Age.....$14.00
Storage trays with snap-on lid (fits Bookcase boxes).....3 for $5.00
Blank 22"x33" numbered hex maps (mailed rolled).....5 for $6.00

Send check or money order to **Include $1 for postage. Illinois residents please add 6% sales tax.**

Close Simulations P.O. Box 2247 Northbrook, IL 60062

One of the hottest Science fiction Role playing games of the '80's The Mechanoid Invasion Trilogy!

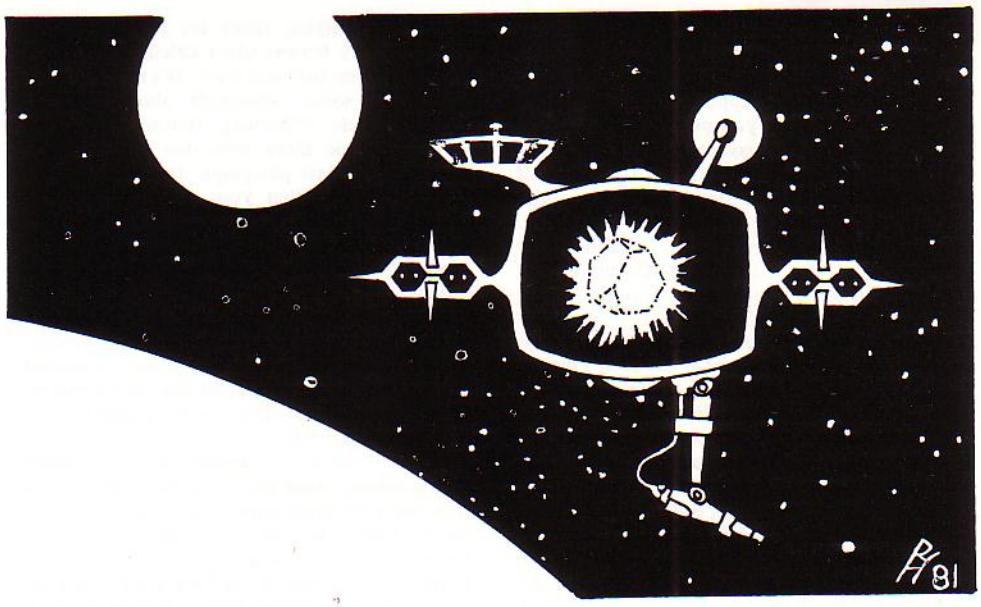
Book One: The Mechanoid Invasion establishes a basic scenario and components that makes it playable in and of itself. The 1981 Space Gamer Reader Survey ranked it 5th of 14 sf games. 50 pages $3.75

Book Two: The Journey continues the scenario adding new elements to the game, building to an exciting climax. 60 pages $4.95

Book Three: Homeworld is a 100 page masterpiece that opens the way to the universe. A complete game, useable independently or with the previous books, it outlines several character classes (including alien races), skills, psionics, weapons, starships, warp systems, aliens and a basic scenario to start your campaign. Nearly a hundred illustrations by Kevin Siembieda complete this handsome package. Only $7.50

Available in game stores everywhere or directly from: **Palladium Books, 5669 Casper, Detroit MI 48210.**

CAPSULE REVIEWS



THE SPACE GAMER reviews board games, role-playing games, computer games, arcade games, and game supplements. We review play-by-mail games if a reviewer is enrolled. We will review any science fiction or fantasy game if the publisher supplies a copy. We do not guarantee reviews of historical wargames. TSG may publish a review of a game we are not sent – IF a reader submits a review.

The staff will make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the magazine.

Games and game items for which we have assigned or received reviews include ***Ascent to Hell, Atlantis, Attack Force, Berzerk, Cards of Power,*** revised ***Champions, Cosmic Ark, Curse on Hareth, Daredevils, Death to Setanta, Demons to Diamonds, Earthwood, Encounters, Endless Quests, Feudal Lords, Fire Fighter, Ganglord, The Glastonbury Labyrinth, Goblin, HexChess, Iceberg, Jonril, Kingdom of the Sidhe, Lost Colony, Newgrange Reactivated, Pitfall, Player Boards, Rolemaster, San Succi, Space Jockey, Star Fleet Battles Expansion 3, Star Venture, Starleader: Assault, Swordbearer,*** *Through Dungeons Deep,* revised ***Villains & Vigilantes,*** and ***Yar's Revenge.***

Games and game items for which we are seeking reviewers include ***Battlemats, Behind Enemy Lines, Book of Treasure Maps III, Complete Dungeon of the Bear, Corsairs of Tallibar, Crystal Caverns, Demons of Dundurn, Dragon Rage, Druids of Doom, Escape from Altassar, Famine in Far-Go, Fasolt in Peril, Force, Galaxy, Gamesmen of Kasar, Gangster, Heroes and Villains, Illuminati, Kamakura,*** Letters map-stamps, ***Murder in Harmony,*** *Nexus,* ***Oracle, Pirates of Hagrost, Questers, Recon, Runes, Sanctuary, Shield Maidens of Sea Rune, Solo-Quest II, Star Explorer, Star Maze, Ster Sector Atlas 2, Starfleet Voyages, Starsilver Trek, Sunday Drivers, Tome of Mighty Magic, Traps Too, Trollpack, Voyager I, Warrior, Weapons & Castles, Witches Court Marshes,*** and ***Wondrous Weapons.***

TOUGH DICE

Take a look at your dice collection. See the ones that still have sharp edges? We'll bet they're the Gamescience dice – the only ones with a two-year guarantee. The ones with the rounded edges and broken corners won't have the "G" on the "1" face. They're not ours.

You have a choice when you buy polyhedra dice. Get the ones that will last!

If your favorite store doesn't carry our GAMESCIENCE dice, send us his name, address and phone number – and we'll send you a token of our appreciation. (Guess what it is . . .)

GAMESCIENCE
01956 Pass Road
Gulfport, Mississippi 39501
601-896-8600

GRAV-BALL (FASA) $15. Designed by Fred Bently and Ross Babcock. 13 15mm lead miniatures and stands (by Martian Metals), 11" x 17" mounted game board, four sheets of charts and tables, one sheet of "clarifications," 56 die-cut counters, 12-page rulebook, two dice, boxed. Two players; playing time 45 minutes. Published 1982.

GRAV-BALL bills itself as "the sporting event of the future" and resembles another futuristic combat-sport, Rollerball. The major difference is that Grav-Ball players are floating in an anti-gravity arena rather than skating around a track. The object is to get a five-kilogram steel ball into the goal area. Players take turns moving one team member at a time, with the opposing player executing opportunity actions, if the situation warrants. A team is made up of, in order of increasing armor, one forward, two halfbacks, two fullbacks, and one goalie. The more armor which is worn, the more effective that team member is in everything except shooting a goal. Actions which may be taken include: moving (with or without evading), reorientation, passing, shooting, body checking, hand/foot checking, blocking, striking opponent with ball, striking with elbow, assaulting, super catch, suicide save, save, and body throw.

The rules contain just about any action you would want to perform, plus rules for getting caught and penalized for certain actions. The instructions are well-written and sprinkled generously with samples. The game board is attractive, and the miniatures are even better. Unfortunately, this is where my praising stops.

The sheet labeled clarifications (pronounced errata) is an absolute must to playing the game. This is the only place, for instance, where opportunity actions are defined. What this suggests is lack of playtesting. The counters included with the game are close to being trash, though this is offset greatly by the miniatures which replace them once you have time to put them together. Teams are generated randomly, possibly giving one player the edge. I feel it would have been better to construct each team with an initial point allotment. One thing which I did not like but is easily removed from the game is a character named Heartless Huey: This is a robot which, in order to keep the damage human players do to each other down to a minimum, randomly attacks team members whenever someone is incapacitated. My final complaint lies with game mechanics and is a matter of personal preference: Each team member is moved individually out to its full movement allotment. I feel that a simultaneous movement system would have greatly improved the game.

My conclusion is that this game is too expensive. With more work, this could be something special, but as it is, it isn't worth the price.

–Chris Smith

HELLTANK DESTROYER (Metagaming); $4.95. Designed by Phil Kosnett, one 12" x 14" map, 30-page rulebook, 126 die-cut counters, one die, boxed. Published 1982.

In 1981, ***Helltank*** was published, covering tactical armored combat in the first half of the 21st century. The heavy launch tank of the title was to be the ultimate expression of the Armored Fighting Vehicle. Now, like a sequel to a popular movie, comes HELLTANK DESTROYER. There have been minor changes to the cast and variations in the plot, but it is basically more of the same thing.

This is not an expansion kit for ***Helltank,*** but rather a vehicle for introducing additional weapons systems into the structure of the earlier game. It is not necessary to have one game to play the other, though the maps are supposed to link up (they almost do) and a few scenarios making use of both games are provided. The map has a major terrain feature not found in the earlier game (sea) and naval units (surface effect ships, hydrofoils, and "triphibious" cruisers) to operate thereon, as well as the *piéce de resistance,* the Helltank Destroyer itself. In contemporary usage, a tank destroyer is a cut-rate weapon, specialized in the anti-tank role and of little other use. This Destroyer is not of that ilk. It is more like the "torpedo boat destroyer" of Edwardian navies – bigger, tougher, faster, and more powerful than the item it is intended to destroy.

In the ***Helltank*** game system, counters rep-

resent a single vehicle or five-man team of infantry, with a scale of 1,000 meters per hex and 90 seconds of real time per turn. Weapon ranges are from two to four hexes for direct-fire types and up to 16 for indirect. Unit movement allowances are complex: There is a "standard" value and an "evasive" value. Most vehicles have a standard allowance of 3 or 4, with an evasive value from 150-300% higher. A unit making use of evasive speed gains a defensive benefit but forfeits all attack opportunities in a turn. The normal sequence of play is to first roll a die to see which player has the initiative. He then "executes" (acts) with one of his units. The unit may say Evade, forgoing all fire; fire before, during, or after standard movement; fire without moving; move without firing; or pass, forfeiting all action in the turn. Any unit which has not yet fired or moved evasively in a turn is allowed to make opportunity fire against an enemy unit which is actually moving into a new hex. Multi-weapon units may fire once per turn with each weapon, not necessarily at the same time, and all non-evading units (except guns and missile launchers) may additionally OpFire at all units entering the hex it occupies. All weapons but guns and launchers are direct-fire types and need a line of sight to the target unit. The others are indirect-fire types, need no LOS, and attack all units in the target hex, friendly as well as enemy. To resolve combat, cross-index the firing weapon type with the target type, roll a die and modify the result as needed. If the result is not greater than the value given on the CRT, the target is destroyed if it is not a Helltank (HT) or Helltank Destroyer (HLTD). These take, respectively, 30 and 50 damage points to kill, with the number of points done by a hit determined by consulting a second table. Additionally, HTs have six weapons, HLTDs have ten plus bays for carrying two smaller vehicles. When hit by fire, one of these weapons or vehicles is destroyed at random.

As a game, HELLTANK DESTROYER shares the same flaws and favors as ***Helltank***. It is relatively simple, but bloody. Like its predecessor, it suffers from a lack of defined scenarios. All units in the game are given a value (in millions of dollars), and all the scenarios consist merely of general deployment instructions for forces limited only in total cost. While this certainly allows for many variations, it is a shortcut in development. Players are entitled to at least one playtested scenario with a specified set of forces; the option of selecting one's own is nice, but it should not be the only way to fly. For this reason, I caution potential buyers: If you don't like to roll your own, don't buy this game.

–Steve List

HOMEWORLD, ***Mechanoid Invasion*** Book 3 (Palladium Books); $7.50. Designed by Kevin Siembieda. One 7" x 10" 100-page rulebook. For three or more players; playing time indefinite. Published 1982.

Palladium Books has at last released HOMEWORLD, the final book in the ***Mechanoid Invasion*** trilogy. Like ***Mechanoid Invasion***, but unlike Book 2, ***The Journey***, HOMEWORLD is designed as a stand-alone game. You don't need the earlier books to play – in theory (actually, for completeness due to at least one omission, you do). HOMEWORLD takes the personnel who may have survived the earlier books to the Mechanoid homeworld, following the long journey from the now-destroyed Gideon via the Mechanoid mothership, propelling them into new adventures and dangers. Since HOMEWORLD is designed to stand without the ear-

the AFTERMATH!™

Has begun and the individual survivors are warring over the remains. CASTLE CREATIONS' SURVIVAL FORCE SERIES, heavily-armed, hardcore 25mm individualists.

Send $1.00 for Catalog to

Castle Creations

1322 Cranwood Sq. South
Columbus, Ohio 43229
Ph. (614) 888-6432

It's a book . . .
It's a game . . .
The Traveller Book
Science Fiction Adventure in the Far Future

We've been in the future since 1977 with *Traveller* – the first, the best, and the most complete science fiction role-playing system on the market.

We started with *Basic Traveller*, then *Deluxe Traveller*. Now there is **The Traveller Book**, everything you need to play *Traveller*, all under one cover.

The Traveller Book

But that's just the beginning. In addition to the boxed sets, adventures, supplements, boardgames, and a galaxy of licensed products, we plan a whole new line of hardcover *Traveller* books:

The Traveller Book
The Traveller Adventure
The Traveller Alien
The Traveller Encyclopedia
and more!

Game Designers' Workshop
P.O. Box 1646
Bloomington, IL 61701

GDW books and games are available at better hobby shops around the world.
Free catalog on request.

lier books, there is a lot of repetition of earlier material – some of which makes little sense, since it applied primarily to conditions on the mothership. However, there is also an abundance of new material: Six new alien races are described for use as player-characters – from cybermen to winged Gendos to mutated Psi-warpers (dolphin-like creatures altered by the Mechanoids for use as living warp drives). Psionic powers are extended to Level 10 in the new book. Rules are provided for starship construction and use. Additional weapons and equipment are described; illustrated in several instances. A new menace, the Dioni, insectoid allies of the Mechanoids, is added to the list of player foes. And information is given on the (supposed) demise of the Mechanoids, the Nigelian Confederacy (a rising power in the area), the black-marketeering Brotherhood, and the Mechanoids' homeworld itself, along with maps and diagrams of the world and "abandoned" Mechanoid bases.

HOMEWORLD's primary attraction is that it expands and adds new avenues of adventure to the Mechanoid milieu. The new items of equipment and new weapons are useful and may be added handily to any campaign. The new character classes of scavengers (seekers, thieves, and assassins), slavers, and pirates will gladden those players who wish to play lawless characters, and the new alien races will hearten those who tire of playing humans. The rules and guidelines on alignment and insanity should add a lot of flavor for those who enjoy role-playing to the hilt. HOMEWORLD is more open-ended than either Books 1 or 2, with no artificial ending points as in those two books.

One particular problem with HOMEWORLD is that, with all the other repetitions from the earlier books, the info on how to roll to hit was omitted with the section on Armor Rating. From clues in other sections, one can probably guess that the roll to hit is based on rolling over the target's armor rating; without one of the first two volumes, though, it will be uncertain. With the near-useless info on the mothership levels repeated, I can only assume the omission of this important section was an oversight. There are a few other bits of missing info here and there, but this is the only major one; since most who buy HOMEWORLD will probably own the other books, even that isn't fatal. Neither is the (to my mind) too skimpy info on starships, since most play using HOMEWORLD will likely be on-planet (but then, perhaps the space used here could have been put to better use – such as describing the mysterious Po-Tang, whose weapons seem to be the best available).

Even with its flaws and lack of slick production, HOMEWORLD is a useful addition to the *Mechanoid Invasion* – and much superior to the interim *Journey*.

–William A. Barton

STAR SMUGGLER (Heritage/Dwarfstar); $4.95. Designed by B. Dennis Sustare. Two 48-page booklets, 12 3½" x 4" map tiles, one die, boxed. Published 1982.

STAR SMUGGLER is a solitaire game in which the player, acting as a Han Solo-type "free spirit," seeks to make his fortune by trading whatever goods and services come to hand in the ten-system Pavonis Sector. This character, Duke Springer, begins the game with a few possessions, chief of which is a fully-fueled starship, complete with ship's boat. Unfortunately, he owes 120,000 Secs on the ship and must pay off interest of 300 Secs per week to avoid defaulting on the loan. If he defaults, the entire amount becomes due in 30 days, and failure to pay up then would be dangerous to his health, given the nature of his creditors.

Duke engages in activities in blocks of one or more hours, with ten hours per day and ten days per week available. He has a wide variety of actions open to him, but they fall into only a few groups. Repairs and preventive maintenance on equipment, and rest and recuperation for Duke and his employees, taking care of damage and wounds. Travelling, which can be done by a variety of space, air, and ground vehicles, will be necessary to find and deliver goods. Each time a new star system or area within a system is entered, a die is rolled to see if Duke is detected. If so, an encounter will take place, determined by die rolls and tables. Some encounters are helpful. Some are fatal and will end the game on the spot. Usually, however, the encounter is of negligible effect. The other major activity for Duke is the "contact try": Dice are rolled and, depending on the type of area he is in, a given roll will give him a chance to buy or sell a specified item, hire an employee, or transact some other business; or it may result in trouble such as a holdup attempt, customs inspections, or a requirement to place a bribe to avoid further hassles. Play proceeds by episodes in which numbered paragraphs detail what is happening and what options are possible.

The mechanics of play are rather simple, but they get cumbersome. Virtually every action Duke can try must be resolved by die roll, with a lot of page-flipping between the two books to find the proper tables and event paragraphs. STAR SMUGGLER has to some extent been damaged by bad proofreading. Many typos are present, and while most have been corrected on an errata sheet inserted in the game box, some have endured. It is irksome to be directed to a given numbered paragraph, only to find a notation that said paragraph does not exist. As a solitaire game, it is a viable substitute for an SFRPG. It can also be used by a gamemaster as a setting or scenario generator for such a game, and imaginatively used, would be extremely useful in such an application.

It is an interesting, if not altogether successful, attempt at creating a one-player RPG. My qualified recommendation is to give it a look. You just might like it.

–Steve List

SUPPLEMENTS

CAVES AND CAVERNS (Judges Guild); $3.98. Designed by John Mortimer. One 62-page 8½" x 11" booklet of hex maps and random generation charts. Published 1982.

Designed to be used as a "Universal Role-Playing Adventure," this product is built to be usable with all game systems. Several pages of random generation tables for such things as treasure and dungeons are followed by a book full of hex maps. This is supposed to assist the game ref with a campaign or adventure.

There is a little good in everything, and CAVES AND CAVERNS does have a small amount. There is a good variety of hex maps, and a fairly clear terrain effects chart is provided for those who don't wish to spend time making up their own. There is also an interesting chart which enables the ref to convert value rolls of d6, 2d6, 3d6, d20, and d100 back and forth.

Unfortunately, that is just not enough to justify a $3.98 price tag. There is supposed to be a "special section in the back" that contains information and descriptions not given in the text. Not only is there no special section, but the text is also missing.

Lords of the Dark Horse

The most sophisticated state-of-the-art computer-moderated play-by-mail game now available to the discerning wargamer or role-playing enthusiast.

For a free information kit, write

Adventures Design Group, Inc.
P.O. Box 821072
Dallas, Texas 75382

or send $17.50 for rules and setup.

Please specify:
☐ Nomad
☐ Northman

CUNNING STRATEGY DIPLOMACY DECEIT

These are the challenges of

Earth Wood

Kings and superheroes in a world of conquest and sorcery.

SET IN A FANTASY WORLD, EARTHWOOD IS A STRATEGIC PBM GAME WHERE 25 PLAYERS ASSUME THE ROLES OF KINGS, WIZARDS, OR MIGHTY HEROES WITH THE GOAL OF CONTROLLING ALL EARTHWOOD, EITHER BY CONQUEST, TACT, DIPLOMACY, OR ALLIANCE. HUNDREDS OF PLAYERS ALREADY ENROLLED. NEW GAMES STARTING CONSTANTLY. REGISTRATION FEE STILL ONLY $10 – INCLUDES RULES, MAP, AND FIRST TWO TURNS FREE.

ENTER NOW GSI PO Box 430587 Miami, Florida 33143 THE SAGA CONTINUES . . .

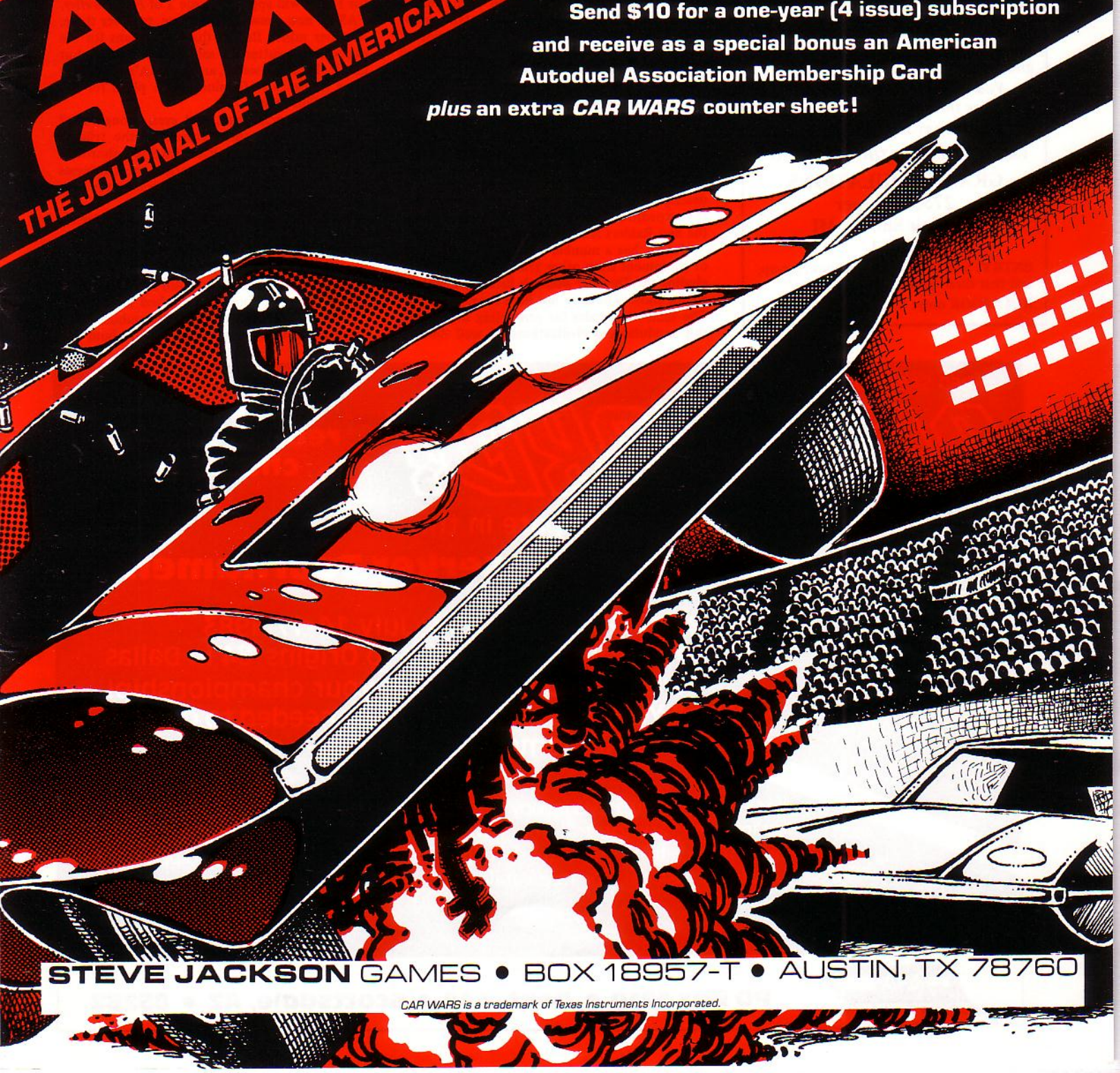
the premiere issue of a quarterly magazine for *CAR WARS* players!

AUTODUEL QUARTERLY

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

SUBSCRIBE TODAY!

Send $10 for a one-year (4 issue) subscription and receive as a special bonus an American Autoduel Association Membership Card *plus* an extra *CAR WARS* counter sheet!



STEVE JACKSON GAMES • BOX 18957-T • AUSTIN, TX 78760

CAR WARS is a trademark of Texas Instruments Incorporated.

Feudal Lords

The first pbm game of economic development, military conquest, and medieval intrigue

FEUDAL LORDS is a computer-moderated correspondence game in which up to 15 players vie to become King of Arthurian England.

You, as head of a fiefdom, have 30 types of military, economic, and diplomatic orders available.

– You provide for your knights, townspeople and peasants.

– You may make an assortment of investments to build your economic and military base.

– You can acquire vassals and influence through force or diplomacy

– You can spy on other fiefdoms.

CAN YOU BECOME THE NEXT KING?

GRAAF SIMULATIONS
27530 Harper
St. Clair Shores, MI
48081

ENTRY: $10.00 for the rulebook, set-up, and first three turns; $2.50 per turn.

RULEBOOK only: $2.50

In short, I look forward to a revised edition containing the missing parts of this adventure; it does have potential, but for now it would be wise to pass this one by. This is simply too much to pay for a very incomplete product unless you are simply desperate for hex maps.

–Kelly Grimes

FATE OF THE SKY RAIDERS (FASA); $6. Designed by J. Andrew Keith. Adventure for ***Traveller***. One 6" x 9" booklet, 17" x 11" map. For up to nine players; playing time indefinite. Published 1982.

For those who have followed the epic of the Sky Raiders through ***Legend*** and ***Trail***, FASA has finally released the saga's conclusion, FATE OF THE SKY RAIDERS. In it, players will finally get to meet the legendary Sky Raiders – sort of – and learn what became of the feared raiders of the starways. FATE contains map/deck plans and illustrations of the interior of the Sky Raiders' asteroid ship, along with rules and tables for generating the various rooms and contents of the ship. Plans are also included for one of the Raiders' ships inside the asteroid, in the event the players may need it for a fast getaway following their (possibly) final confrontation with the evil Kalamanaru and his henchmen. Encounter tables for interactions with the various inhabitants of the asteroid interior, full descriptions and reaction tables for the NPCs of the expedition, and accountings of the fate of the Sky Raiders round out the adventure.

FATE has a number of nice features. A lot of equipment from other ***Traveller*** materials, including the ***Traveller Book***, is listed and explained for those who may not have those materials. The tables and rules for generating the various ship modules and civilizations are well thought out. They enable a referee to carry out further adventure situations aboard the ship, should he wish, and could even be applied with minor changes to other cultures and situations. It's nice, too, that the players will finally have their chance at Kalamanaru and his goons (something, if they've played the first two adventures, they're probably itching for).

There are some problems in FATE, primarily resulting from faulty editing. There are the usual typos, some missing or incorrect key numbers on the map, etc., though few of these are serious. However, in the section of NPC reaction tables, the tables for Lorain Messandi and Dr. Mirost have been run together so that Lorain's table is missing altogether. Another NPC, Gilenkaar, is said to have two reaction tables, but only one appears. According to author Andrew Keith, however, an errata sheet for FATE will appear in issue 2 of ***Far Traveller***, FASA's new ***Traveller*** magazine, to cover these. Another minor flub is that deck plans for the expedition's cutter are said to be included, but aren't. These, however, are in FASA's ***Adventure Class Ships, Vol II***, along with plans for the exploration cruiser.

Despite such flaws, and even though ***Trail*** remains my personal favorite of the trilogy, FATE OF THE SKY RAIDERS is a thorough piece of work and should satisfy most referees and players as a fitting conclusion to the saga of the Sky Raiders.

–William A. Barton

LIBRARY DATA (N-Z), ***Traveller*** Supplement 11 (GDW); $4.98. Designed by Loren Weisman, Marc Miller, and John Harshman. One 6" x 9" 48-page booklet. Published 1982.

More than a year ago, GDW published its ***Library Data (A-M)*** of information about the

FRED SABERHAGEN'S

BERSERKER™

. . . are you ready for the challenge?

Make your plans now to participate in the

1983 Championship Berserker Tournament

► **Where?** Detroit Origins, July 14-17, 1983
► **Why?** First prize is air fare to Origins '84 in Dallas where you will defend your championship!
► **Who?** You! You are desperately needed to defend the home planet Earth — or destroy it!

If you haven't bought your copy of this fast-paced, easy-to-learn science-fiction boardgame, ask for it at your favorite game or hobby store, or you can order direct from the publisher, BLADE, for $12.95 (plus $1 shipping & handling). Ask for our free catalog!

BLADE™
a division of Flying Buffalo Inc.

PO Box 1210 • Dept. J-12 • Scottsdale, AZ • 85282

Traveller universe. As welcome as that volume was, it was a little like hearing one shoe drop. Now the other shoe has at last fallen, too, with LIBRARY DATA (N-Z), the other half of the *Traveller* encyclopedia of the universe. This supplement contains further library entries, plus essays on the Imperium and Imperial space, the Imperial nobility (explaining the roles and duties of each noble rank, plus adding the Baronet and the Archduke), the history of the Spinward Marches, and politics in the Solomani Rim. Each of the latter essays includes a sector map of the region on question in the same format as appeared in *The Solomani Rim* supplement.

The wealth of new information in LIBRARY DATA (N-Z) should gladden the hearts of most *Traveller* fans. Among the subjects are detailed information on the psionics suppressions and the psionics institute (plus what *really* happened to it), the Solomani (Terran) Confederacy and its early history, the Two Thousand Worlds of the K'kree (including the revelation of a K'kree-Hiver war), and the hitherto-mysterious Vegans, mentioned briefly in *Solomani Rim* and elsewhere – with external and internal illustrations of the aliens. It's helpful to have the info on the Zhodani, Vargr, Sword Worlds, and others all in one place, too. And the sector map of the Marches can be a real aid when used in conjunction with that supplement.

Most problems with this supplement are minor. It would have been nice if the map of known space had been updated to show other sectors that have been assigned names since its first appearance – the Far Frontiers, Reaver's Deep, etc. – and for the domains to have been marked on it as well. And the inclusion of some material, such as the brief entry on the Pinnace, with its oversized accompanying illustration, seems a waste of space. It also seems somewhat pointless to label some data "restricted" when everyone who buys the supplement has access to the material.

Overall, though, LIBRARY DATA (N-Z) should prove to be quite useful to any *Traveller* player or referee whose campaign is set in the official GDW universe.

–William A. Barton

LOST CONQUISTADOR MINE (TSR); $5.50. Designed by David Cook and Tom Moldway. Module BH 2 for *Boot Hill*. One 8½" x 11" 32-page book and a 17" x 11" map. Five to nine players; playing time 12-plus hours. Published 1982.

This adventure takes place in and around the town of Dead Mule, NM in 1868. The characters begin play in the town and the GM uses the large town map and the nine scenarios in the book to familiarize the players with the setting and the background. Eventually, the players will drift out of town and, if lucky in resolving the nine outdoor scenarios, might find their way to the lost mine. The mine itself is fully detailed and mapped to provide all necessary information to resolve the adventure. In addition, there are three rules sections on NPC reactions, overland terrain, and bronco busting.

This is possibly the best western adventure published to date. Not only are the scenarios interesting and numerous, but they allow the GM to mix and match them to suit his and the players' time and interests. The information is very well organized and easily accessible, a boon to any GM. The adventure is complex and well thought out, with additional rules given in the scenario when needed. Even the graphics are marvelous (though too small). The booklet illustrations show scenes around the town or from the scenarios. In addition, there is a blank players' map and an old, crumpled-looking treasure map for the players to use to find the lost mine.

The ease of use and thoroughness of the adventure and its many scenarios justify the purchase of LOST CONQUISTADOR MINE. Any GM interested in the old west should look for this.

–Richard A. Edwards

SHADOWS OF YOG-SOTHOTH (Chaosium); $10. Designed by Marc Hutchison, Sandy Petersen, John Scott Clegg, John Carnahan, Randy McCall, Ted Shelton, and Ed Gore. Scenario for *Call of Cthulhu*. One 8½" x 11" 72-page book. For Keeper and indefinite number of players; playing time indefinite. Published 1982.

SHADOWS OF YOG-SOTHOTH, "a global campaign to save mankind," is Chaosium's first scenario book for its award-winning *Call of Cthulhu* RPG. Like the parent game, SHADOWS is quite faithful to Lovecraft and other mythos writers. The book contains the title adventure, which consists of seven connected scenarios, *The Hermetic Order of the Silver Twilight*, *Look to the Future*, *The Coven of Cannich*, *Devil's Canyon*, *The Worm that Walks*, *The Watchers of Easter Island*, and *The Rise of R'lyeh*, as well as two "bonus" scenarios: *The People of the Monolith*, closely based on Robert Howard's *The Black Stone*, and *The Warren*. While *Monolith* is a scenario for beginning players and *Warren* could be handled by relatively inexperienced players as well, SHADOWS itself is designed for a party of experienced investigators. It concerns the investigators' efforts to thwart the schemes of an occult group, the Silver Twilight (obviously derived from the

MEET THE ONES
YOU LOVE TO HATE

dark folk

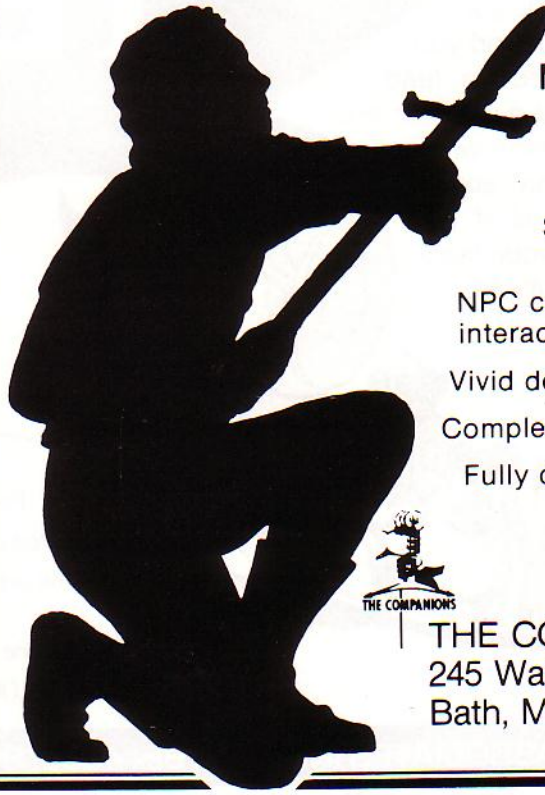
The Culture, Magic, and History of Trolls, Orcs, Goblins, and Gnolls. Complete with background and maps of the homeland of each and an adventure among them.

Now at better stores and hobby shops or send $10.00 plus $1.00 postage and handling to:

ROLE AIDS™

P.O. Box 5987
Chicago, IL 60680

THE CURSE ON HARETH



FIVE MODULAR ADVENTURES FOR ANY FANTASY ROLEPLAY SYSTEM

Suitable for beginning adventurers

NPC cast lives & breathes in interactive, ongoing storyline

Vivid descriptions for players

Complete judging information

Fully detailed tricks, traps & treasures

THE COMPANIONS

THE COMPANIONS, INC.
245 Water Street
Bath, Maine 04530

Golden Dawn), to raise R'lyeh and loose the Old Ones upon the world. The various scenarios allow the investigators the chance to gather information, spells, artifacts, and magic items that can defeat the cultists – but also offer plenty of opportunity for sanity loss and death to the careless investigator – as they trace the Silver Twilight from New England to Scotland to the West Coast, Easter Island and, finally, the dread city of R'lyeh itself. SHADOWS contains a section of letters, maps, and other items which can be photocopied for player use. It also includes the official errata sheet for ***CoC***, with the new method of determining hit points.

SHADOWS contains several interesting and challenging scenarios that should keep any ***CoC*** campaign hopping for quite a while; the most interesting ones to my nind are the Scottish and Easter Island escapades, due to the info on these non-domestic spots, and the R'lyeh scenario, which cursed spot could be used again in future scenarios. In fact, the information given in the book could be useful to any Keeper whether he intends to run these particular scenarios or not.

Most problems in SHADOWS are minor – for example, the hidden room of the Hancock house in the Scottish scenario wasn't marked on the map. A few of the scenarios are a bit vague in presenting details that turn out to be important later on, but an alert Keeper will spot these. And a couple are almost *too* deadly – one is specifically designed to kill some of the investigators. The only major problem I see is that the investigators are supposed to, by the start of the last scenario, have a copy of the spell to raise R'lyeh, yet I can't find reference to this in the book previously, unless it's so obscure I missed it totally.

Overall, though, SHADOWS OF YOG-SOTHOTH should provide some exciting ***CoC*** play for even the most experienced investigators (despite the odd fact that Yog-Sothoth never makes an appearance, title or not), and I recommend it to all Lovecraftians.

–William A. Barton

PLAY AIDS

BATTLE DAMAGE: CODE RED (Task Force); $5. Designed by Stephen V. Cole. 64 perforated cards, rules sheet, chart sheet. Aid for ***Star Fleet Battles***. Published 1982.

Advertised as the "fast damage allocation system for ***Star Fleet Battles***" (which that game sorely needs), BATTLE DAMAGE: CODE RED uses a card-dealing system, with each card denoting a particular ship system. When a ship takes internal damage (damage within shields), instead of rolling dice and consulting a chart, players draw cards, with supposedly the same probability of each type of hit. Also included is a faster internal damage chart for the new Pseudo-Fighters, introduced in Expansion 2.

Physically, BD: CR is more than adequate. The cards each have a battle scene printed on one side and the system name on the other. Some cards have a critical hit chart instead of a particular system, a feature lacking in the old system. Also, the new Pseudo-Fighter chart is faster and much more efficient than the old chart.

However, I did not find the card system significantly faster than the old. Like many veteran players, I have memorized the most-used portion of the chart, and rolling dice is really no slower than drawing cards.

I can only recommend BATTLE DAMAGE: CODE RED to those players who want a slight change of pace and have five bucks to spare. For the price I paid, it was less than satisfactory.

–Andy Davis

MINIATURES

THE ADVENTURERS (Ral Partha); $7. Sculpted by Tom Meier and Dennis Mize. 25 mm fantasy figures. Released 1982.

THE ADVENTURERS represent a somewhat different marketing approach than the ***Personalities*** line. Normally consisting of eight pieces, each 4" x 5½" box has a styrofoam insert divided into individual compartments for the figures. This provides excellent storage for the painted figures. New packs are "Wizard's Room," with a wizard, two demons, and various accessories, "Berserkers," with eight figures that should more properly be called fighters (only one looks like a true berserker), and "Female Adventurers," with eight different figures.

The sculpting of this line is not quite as uniformly outstanding as ***Personalities***. But even so, quality of design and production is excellent. They represent tremendous value for money. A good example is the females set, which contains figures for just about any character class a young lady might wish to play. Also included is a handy painting guide – great for the novice.

While THE ADVENTURERS are obviously aimed at those getting into the hobby, experienced gamers should also take notice. Everything you expect in the way of quality from Ral Partha is here, nicely packaged, and at a good price.

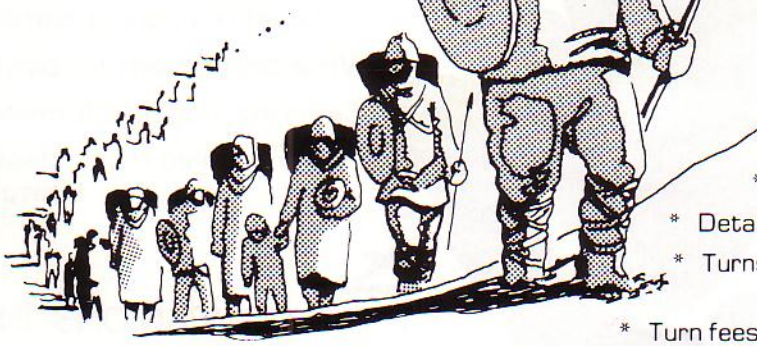
–John Rankin

CLEMENS AND ASSOCIATES, the creators of UNIVERSE II & III, are proud to announce their new Play-By-Mail game - - -

TERRA II

A TRIBAL ADVENTURE

The ice age has made your village uninhabitable and you have been selected to lead part of the tribe to a warmer area. You must now choose who is to go with you and what equipment to take. The survival of your tribe depends on your leadership, skill and courage.



* Turn processing is by computer with no gamemaster intervention.
* Turn results are in a narrative format.
* Frequent interaction with other players tribes.
* Detailed control of your tribes actions and responses.
* Turns are processed as they arrive - up to 4 turns per month are possible.
* Turn fees are only $3.00 and include all the tribes actions.
* TO ENTER send $10.00 for the rules, set-up and first two turns to:

CLEMENS & ASSOCIATES INC., P.O. Box 4539, San Clemente, Ca 92672-0793

UNIVERSE III

A computer-moderated correspondence game in which each player commands a starship entering a new universe . . . to explore, colonize and conquer new worlds . . . contending with other players and unknown hazards! Each time you send in a turn, the computer evaluates it with respect to the current game situation and other players' moves, and sends you a printout showing the current status of your ship, plus any territory you control. When you "meet" other players, you can send them messages — to share information, trade, negotiate or intimidate.

Why is UNIVERSE III the "state-of-the-art" in play-by-mail games?

QUALITY — it's a licensed version of UNIVERSE II, rated the most popular PBM game in the country in the 1980 Space Gamer survey.

NO WAITING TO ENTER OR PLAY — Entries are processed on receipt. You'll be in a game within two weeks or your money back. And our turn system lets you move every week if you like — or take as long as you want between turns. Your results will generally be in the mail to you within two days of the time we receive your orders!

NO DEADLINES — Since you set your own "turn length," you can't miss a turn!

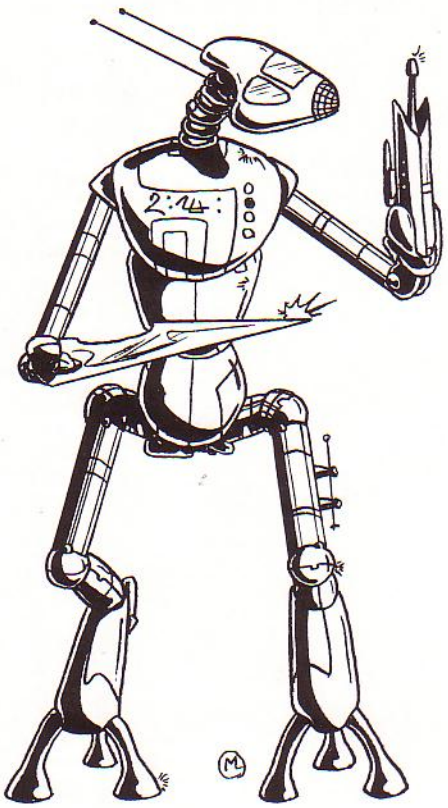
NO EXTRA CHARGES — Our fee is $3.00 per ship or colony turn. We don't tack on extra fees for combat.

NO BIG DEPOSITS — Our entry fee is only $7.00, which covers a setup turn for one ship, a copy of the rulebook, and one extra turn.

Universe III is waiting for you. Your starship will be assigned as soon as you send your name, address, and entry fee to:

CENTRAL TEXAS COMPUTING

710-S SOUTHWEST TOWER, AUSTIN, TX 78701



PERSONALITIES (Ral Partha); $2.50, $4, $6. Sculpted by Tom Meier. 25 mm fantasy figures. Released 1982.

Sculpted by Tom Meier, the new PERSONALITIES releases represent the absolute pinnacle of 25 mm figure sculpting. Each of the bubble-packed releases contains one to three pieces and varies in price according to how much metal the pack contains.

The "Armored Giant on War Elephant" is perhaps the most impressive new piece and retails for $6. At $4 are an exquisite "Highwayman" (mounted and dismounted), a "Wraith and Hellhound," and my own favorite, the "Mechanical Knight and Horse." Also at $4 are three "Bugbears," and at $2.50 are the "Winged Serpent" and "Winged Panther." Casting and quality control are exactly what one expects from the Parthans – nearly perfect.

While one could do no better than to build a collection entirely of PERSONALITIES, the real beauty of the line is that each figure or small set is a stand-alone item. Each set provides the basis for either one's own character (the mounted and dismounted poses are a boon here), or for a unique encounter within a campaign setting.

–John Rankin

PLAY-BY-MAIL

TALWAITHE (Eric M. Bram) $2/turn. Designed by Eric M. Bram. Fantasy role-playing PBM. Run by moderator aided by TRS-80 III two-disk with 48K and Model VIII TRS printer. Open-ended game; turn-around time averages three weeks, but varies. Started 1981.

This is the sort of high-quality, small-size game that you normally hear about only on the informal PBM grapevine. In TALWAITHE, the situation is that the good ship *Talwaithe* plowed into a supernova shock-wave and somehow managed to crash-land on an unknown planet. Tragedy struck again when a sweet gourd-like fruit eaten heavily by the survivors turned out to be deadly to many . . . while providing magic-like abilities to others! So now the two hundred remnants huddle in the wreckage of their ship, gazing out on a strange world filled with halvlings, orcs, goblins, dwarves, and who knows what else? Players file histories, personality profiles, and physical descriptions of their starting characters; turns are sent to the gamemaster in plain English, while replies are computer-printed in plain language. Players must provide self-addressed envelopes for the gamemaster's use.

This game is as good as any I know of. The rules encourage role-playing in depth. The situation is novel and interesting (including a kidnapped crewmember, an orc-halvling war, and rescue of a dwarf princess). Players are free to join their characters to any group or in any adventure. The game also includes a player-written newsletter, the *Talwaithe Gazette.*

Problems? This high-quality game is basically a one-man operation – only a limited number of players can participate. Turn-around time varies with Eric's schedule . . . when his work took him to Georgia, the game slipped for a week or two. Players are limited to one character. The game is also somewhat low-key – those who require a major battle every turn will be disappointed.

TALWAITHE may be small, but is high-quality and fully professional. I give it a hearty recommendation. For info, write to: Talwaithe, P.O. Box 927, Belmont, CA 94002.

–W.G. Armintrout

STAR CLUSTER OMEGA

STAR CLUSTER OMEGA is a correspondence game of military conquest, economic development, and political intrigue in a futuristic setting. *You* become the leader of a planet whose technology has led it to the door of interstellar travel. *You* lead the mighty war fleets into battle and command the brave troopers of your race in life or death struggles on the planet's surface. *You* direct your scientists' efforts, control the economy, and try to avoid the political pitfalls which may lead to bloody revolution.

To enter STAR CLUSTER OMEGA, send $10.00 to cover the initial setup, rules booklet, and the first two turns. Thereafter, turns are $3.00 each. If you are not completely satisfied, you may return the rules booklet after the first turn for a full refund.

C-T SIMULATIONS
Box 174
Friendswood, Texas 77546

THE COMPLEAT STRATEGIST
THE FANTASY GAME CENTER
THAT HAS IT ALL!

If you're into Fantasy, then come to THE COMPLEAT STRATEGIST where you'll find the largest selection of fantasy related items ever assembled. We carry all Role-Playing Games, a Rainbow of colored dice, every Fantasy and Science-Fiction Gaming Magazine currently in print, a complete line of paints, brushes, accessories and the largest selection of fantasy figures available. We also stock the newest fantasy products as soon as they're released. When we call ourselves THE COMPLEAT STRATEGIST we're not just boasting because we have games, books, magazines and figures for the historical gamer too!

There's a friendly atmosphere at THE COMPLEAT STRATEGIST and our staff is always ready to answer any questions that you may have and assist you with your purchases. Game Rooms* are located in our stores so you can start your "adventure" right away.

If you can't visit one of our stores, we accept mail AND phone orders. Mail orders are accepted ONLY at our 33rd Street location; or by phone during business hours at (212) 685-3880-1. Please use VISA or MASTERCHARGE for phone orders. Send for a free Catalog to the store location nearest you.

MAIL ORDER HOTLINE
800-225-4344

THE COMPLEAT STRATEGIST

WE'VE GOT IT ALL!

*No game room at the 57th St. store.

IN NEW YORK:
11 E. 33rd Street
N.Y.C. 10016
(212) 685-3880-1
10:30-6:00
Mon. to Sat.
Thurs. till 9:00

We are proud to announce the opening of our newest location

320 West 57th Street
New York, New York

IN NEW JERSEY:
215 Glenridge Ave.
Montclair, N.J. 07042
(201) 744-6622
11:00-7:00
Tues. to Sat.
Thurs. till 9:00

IN FLORIDA
5406-8 Stirling Rd.
Davie, Fla. 33314
(305) 961-5660
11:00-7:00
Tues. to Sat.
Thurs. till 9:00

KAMAKURA

A Game of War, Diplomacy and Machiavellian Intrigue

MICHAEL MILLS'

KAMAKURA

A simultaneous movement game with fully playtested scenarios for two to six players
Recommended at the zine publishers meeting at Origins as especially suitable for PBM use
Includes the special Kamikaze scenario on the first real invasion of Japan

☐Kamakura	$12.00
☐Campaigns of Napoleon	$15.00
☐Napoleonic Battle Maps, 1813 set	$8.00
☐Marlborough at Blenheim	$10.00
☐Imperium Romanum	$25.00
☐Victorious German Arms (booklet) co-authored by E. Gary Gygax	$3.00
☐Great War	$12.00
☐Salerno	$8.00
☐Surigao Straits	$3.00
☐1806 Maps	$8.00
☐Knights & Knaves	$10.00
☐Leyte Gulf — Decision in the Pacific	$12.00

NAME _____

ADDRESS _____

CITY _____

STATE/PROV _____ ZIP _____

send check or money order to:

WEST END GAMES, INC.
P.O. Box 156, Cedarhurst, NY 11516

WEST END GAMES

WEST END GAMES

KAMAKURA

KAMAKURA

KAMAKURA